

FIG. 1

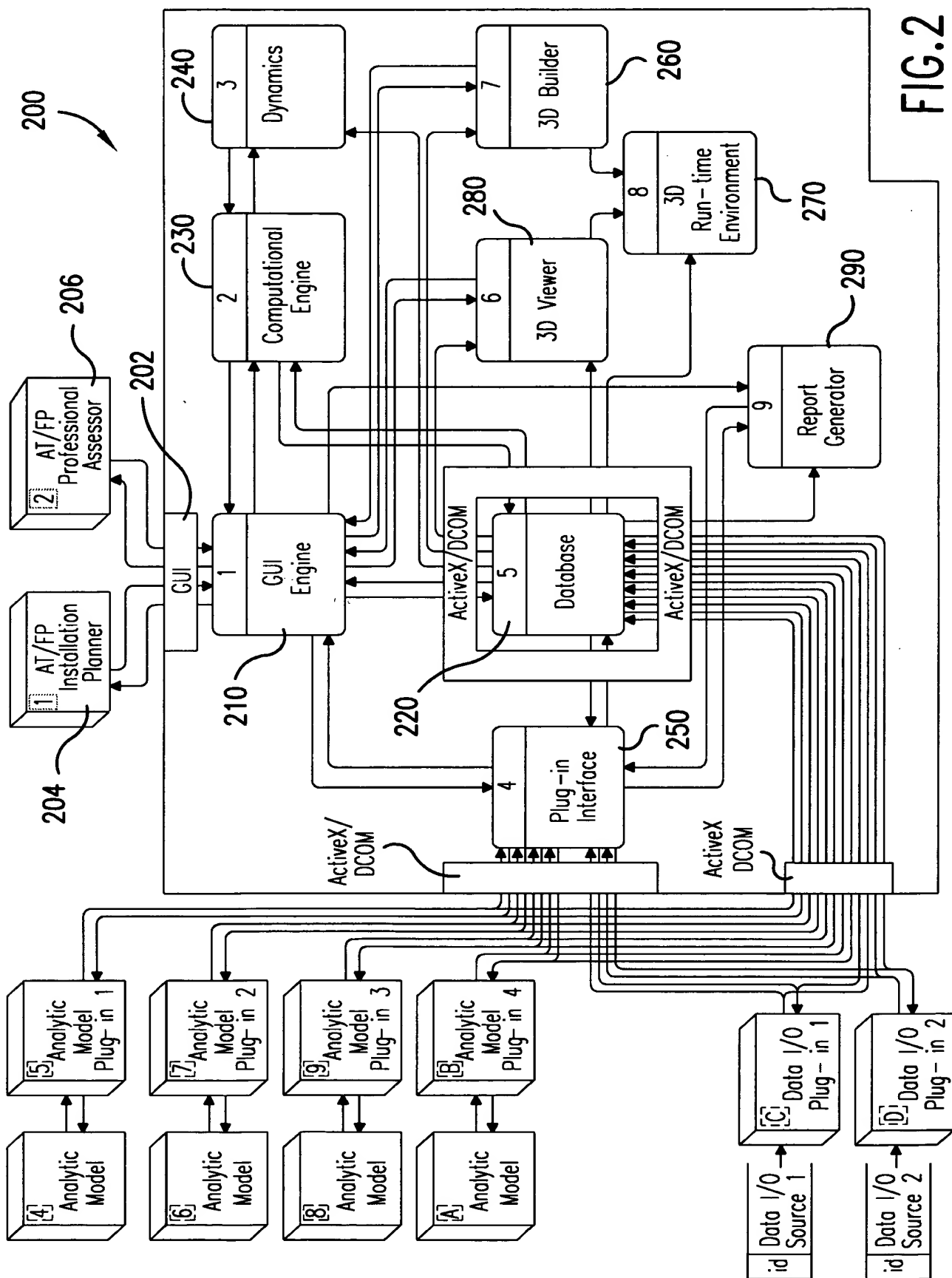


FIG. 2

Sp SITE PROFILER: VULNERABILITY ASSESSMENT TOOL

File Edit Go Help

← Back

→ Forward

Home

SITE PROFILER 2000

Sp

VAT

REPORTS

MODEL

NOTES

SIM

CALENDAR

TRAINING

TASK

- SITE BASELINE

⊕ ASSETS

⊕ AREAS

⊕ PEOPLE

- THREATS

⊕ THREATCON

⊕ NEXT

⊕ NEXT

⊕ NEXT

- VULNERABILITY

⊕ SUSCEPTIBILITY

⊕ CONSEQUENCES

- RISK MGMT.

⊕ RISK BASELINE

⊕ COUNTERMEASURES

⊕ ACTION SET

- PLANNING

320

SEARCH

ESTABLISH SITE BASELINE

SOME TOP-LEVEL DESCRIPTION OF THE SCREEN'S RELEVANCE GOES HERE.

WHAT IS THE ANSWER TO THE FIRST QUESTION ?

☒ YES ☐ NO

IF YES, THEN WHAT IS THE ANSWER TO THE NEXT QUESTION ?

THIS IS A LIST BOX ▼

WHAT WOULD YOU LIKE TO CALL THIS ANSWER ?

THIS IS A TEXT BOX

310

• DONE

330

300

FIG.3

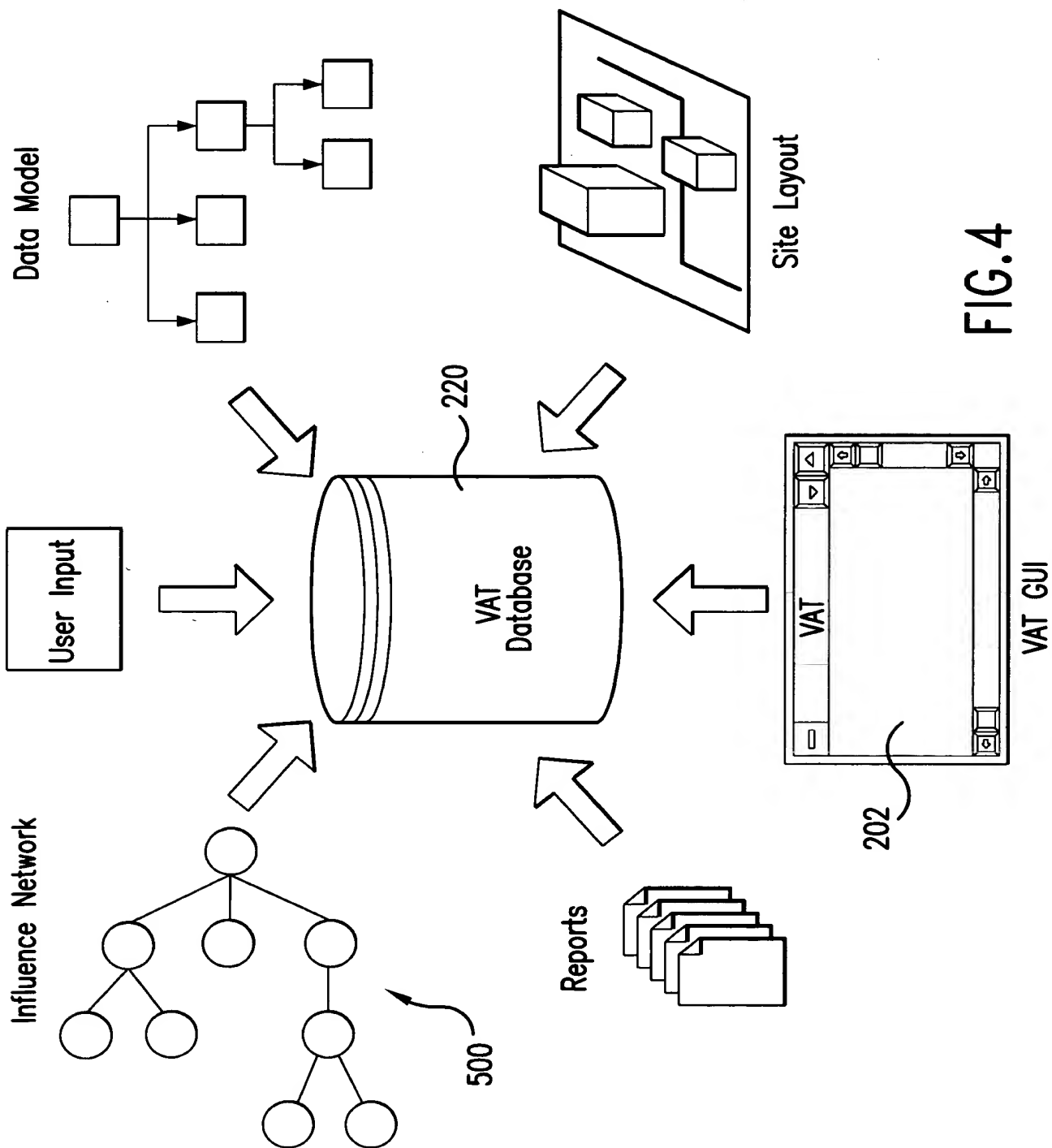


FIG.4

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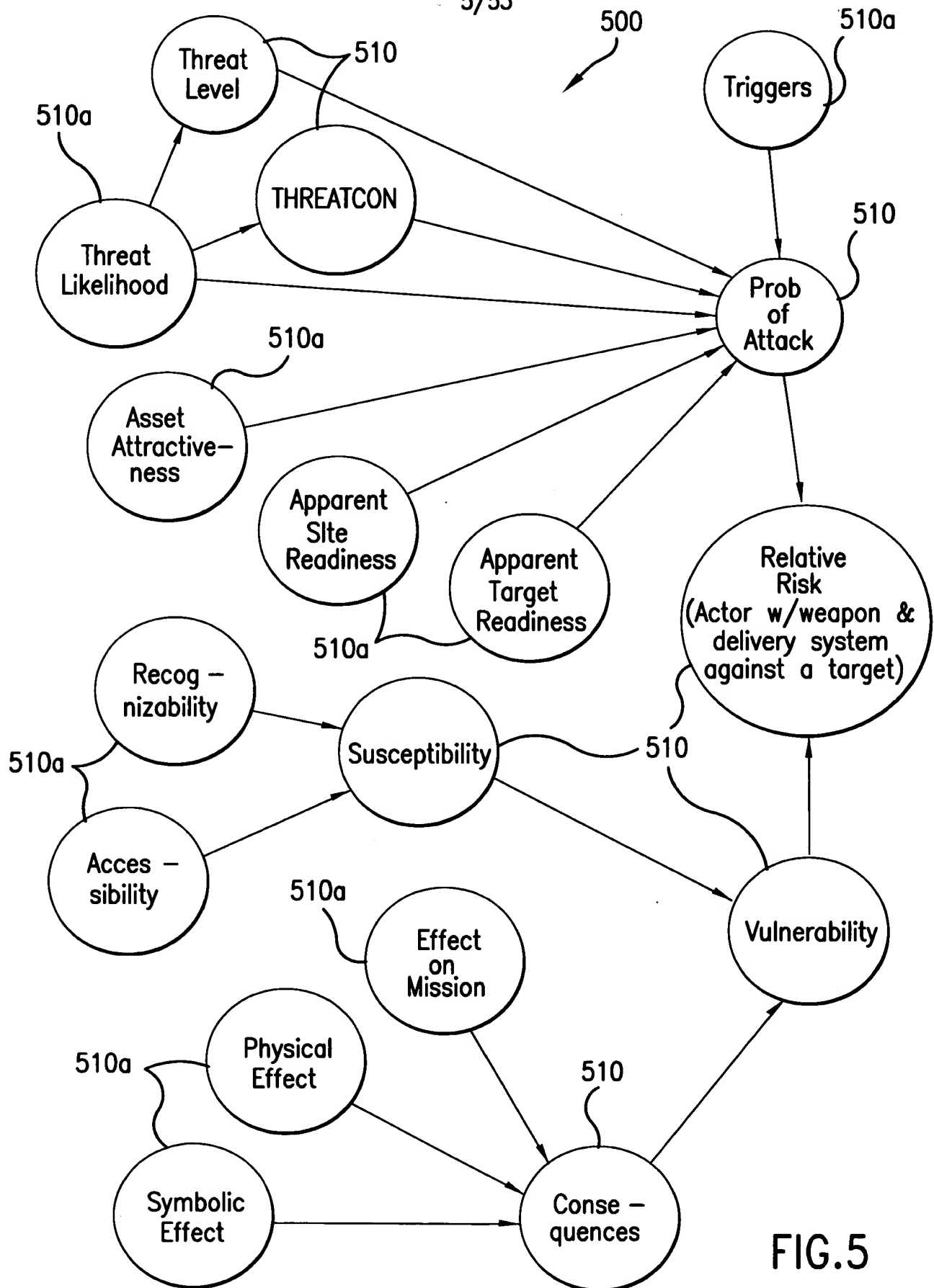
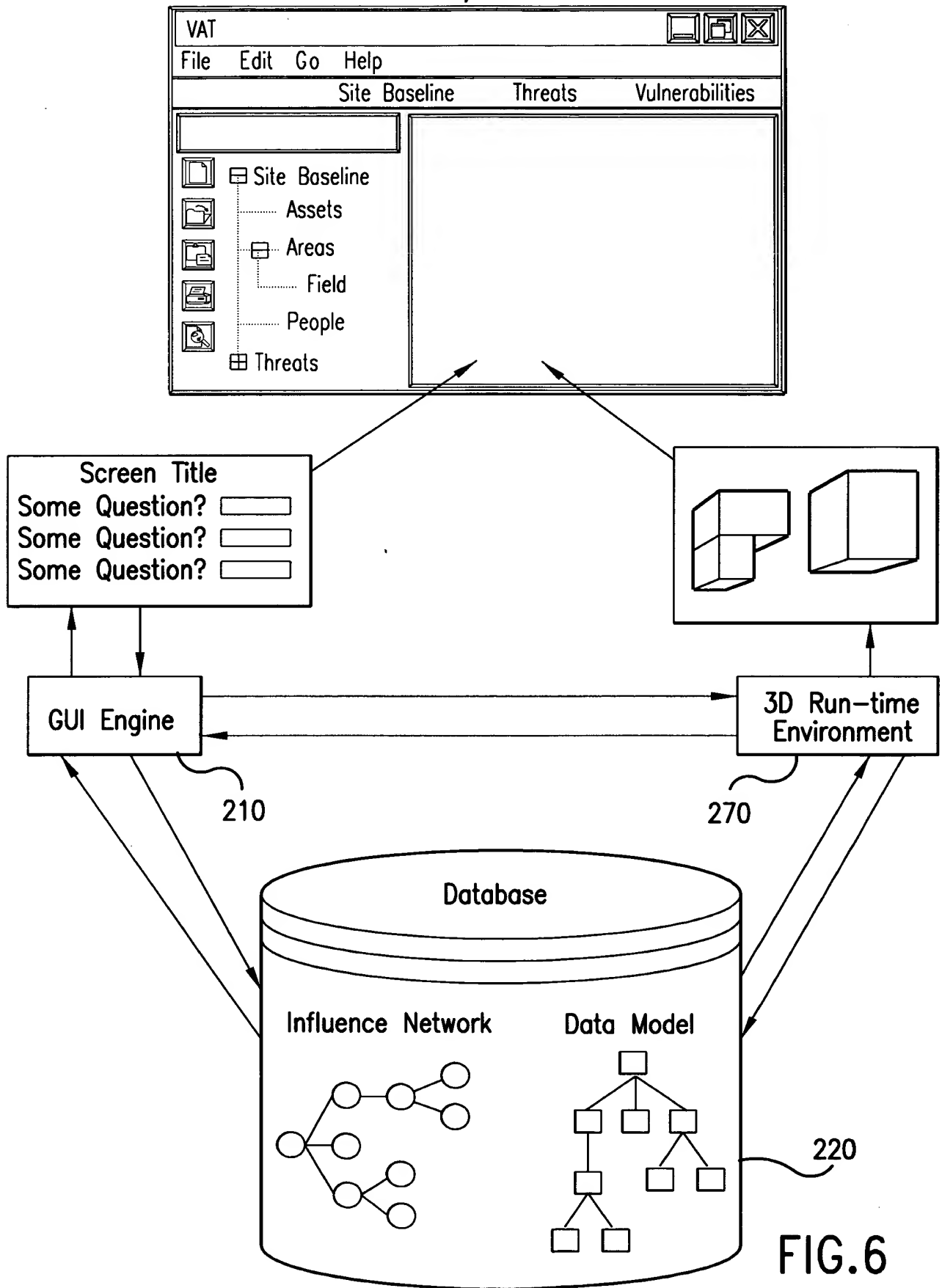


FIG.5

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APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

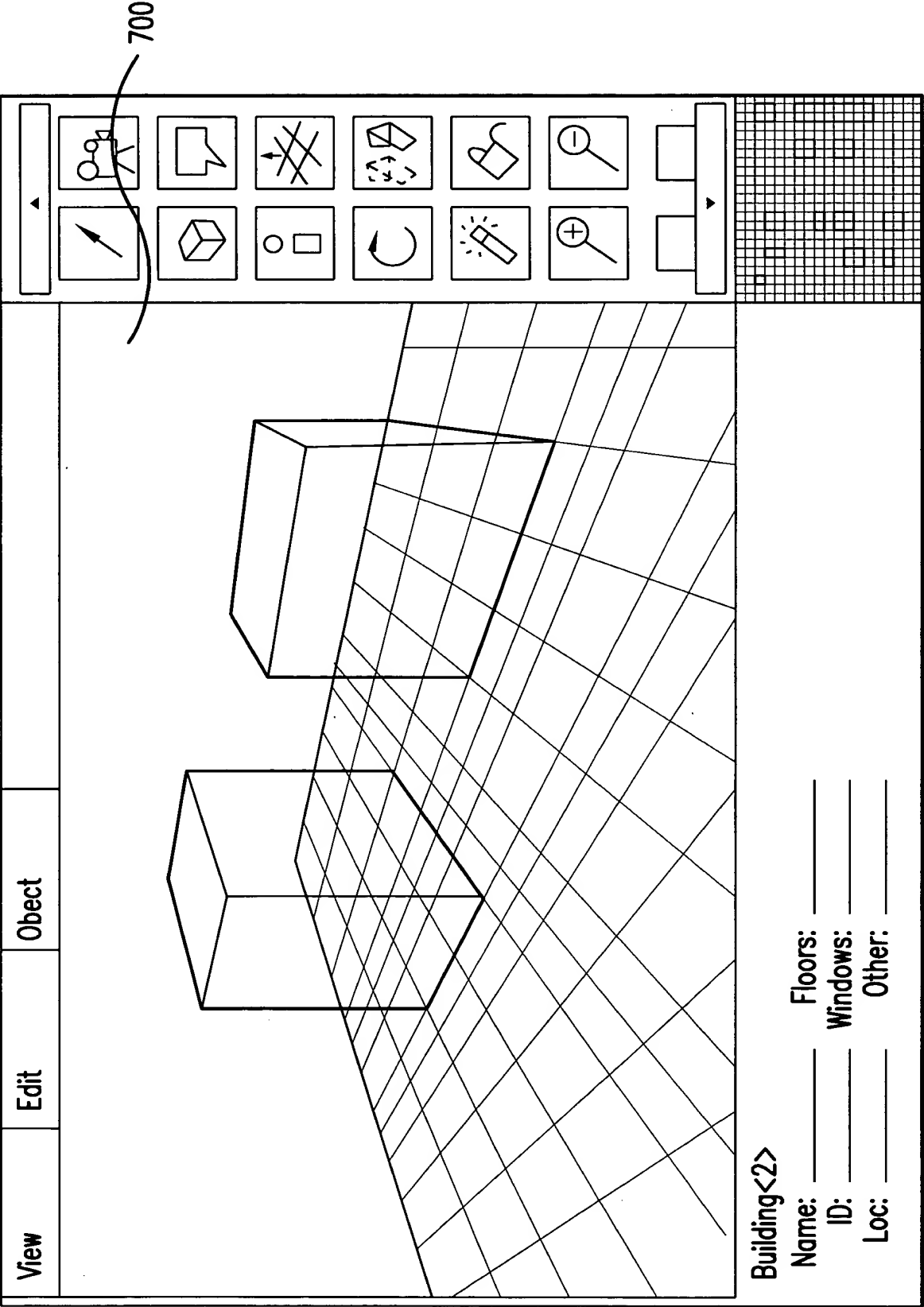


FIG.7

APPROVED	O.G. FIG.	
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Risk Summary Table						
WEAPON	DELIVERY SYSTEM	TARGETS	PROB. OF ATTACK	SUSCEPTIBILITY	CONSEQUENCES	PASSIVE COUNTERMEASURES
500LB BOMB	CAR	HEAD-QUARTERS	HIGH	MOD	HIGH	ID CHECK
500LB BOMB	TRUCK	DLA HQ BLDG	MOD	HIGH	HIGH	FRF,WALL
ANTHRAX	AEROSOL	FT. BELVOIR	LOW	MOD	HIGH	DETECTORS PPC

Site Profiler Risk Assessment

RISK ASSESSMENT:

THE LIKELIHOOD OF VEHICULAR BOMBS TO FT. BELVOIR IS HIGH.
YOUR MOST ATTRACTIVE TARGETS ARE:

- BUILDING 2120, DLA HQ
- BUILDING 600, NVESD LAB
- BUILDING 1900, INSEAM HQ
- BUILDING 20, GENERAL QUARTERS

<WHY?>

OF THESE TARGETS, DLA HQ IS THE MOST SUSCEPTIBLE.

THE CONSEQUENCES OF A VEHICULAR BOMB AT ALL OF THESE ASSETS IS EXTREMELY HIGH DUE TO:

- VIP'S
- MISSION IMPORTANCE
- POPULATION
- RECOVERABILITY

<WHY?>

<WHY?>

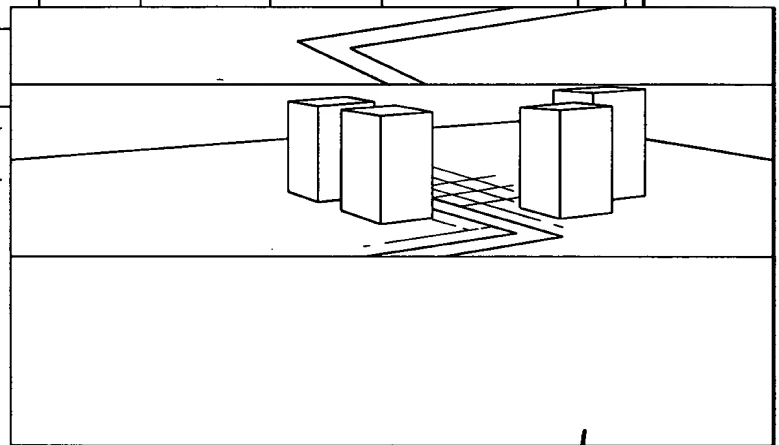
<WHY?>

<WHY?>

•MORE

•RISK TABLE

•DONE



803

802

FIG.8

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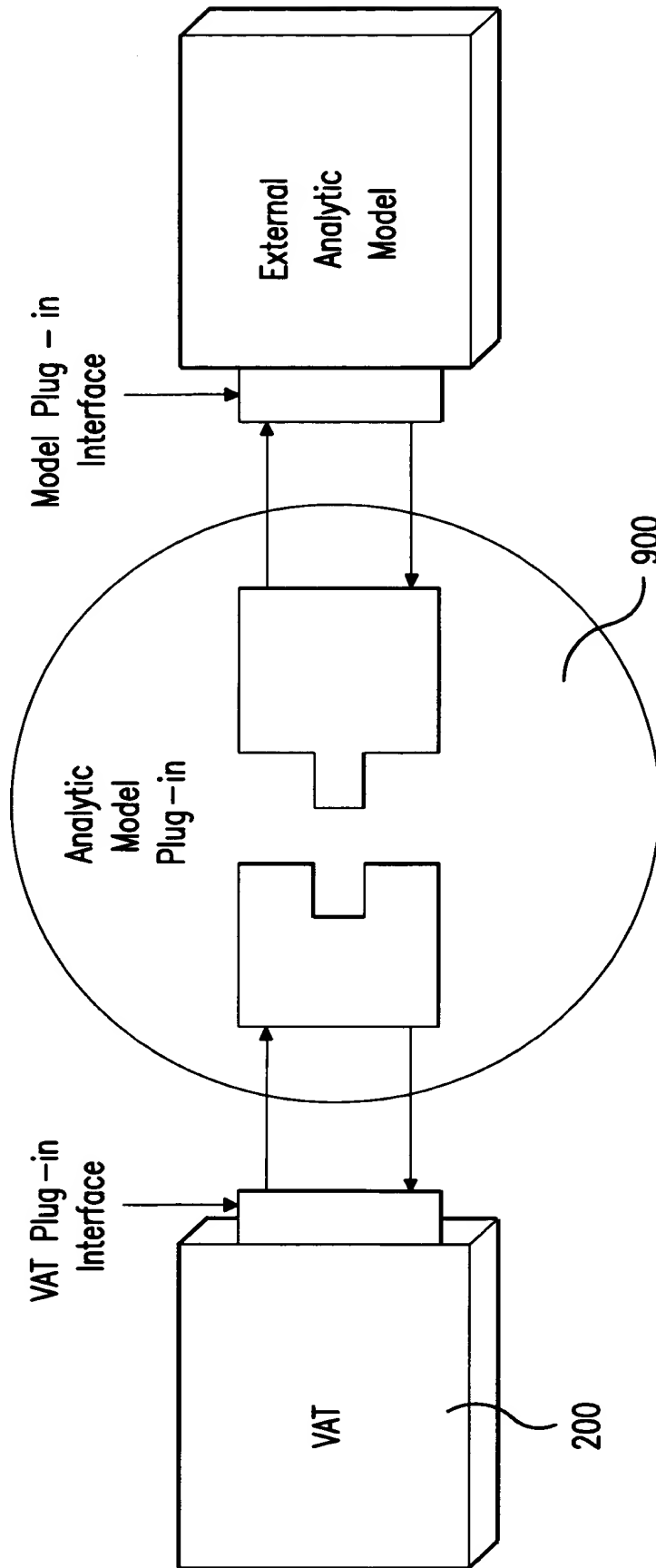


FIG. 9

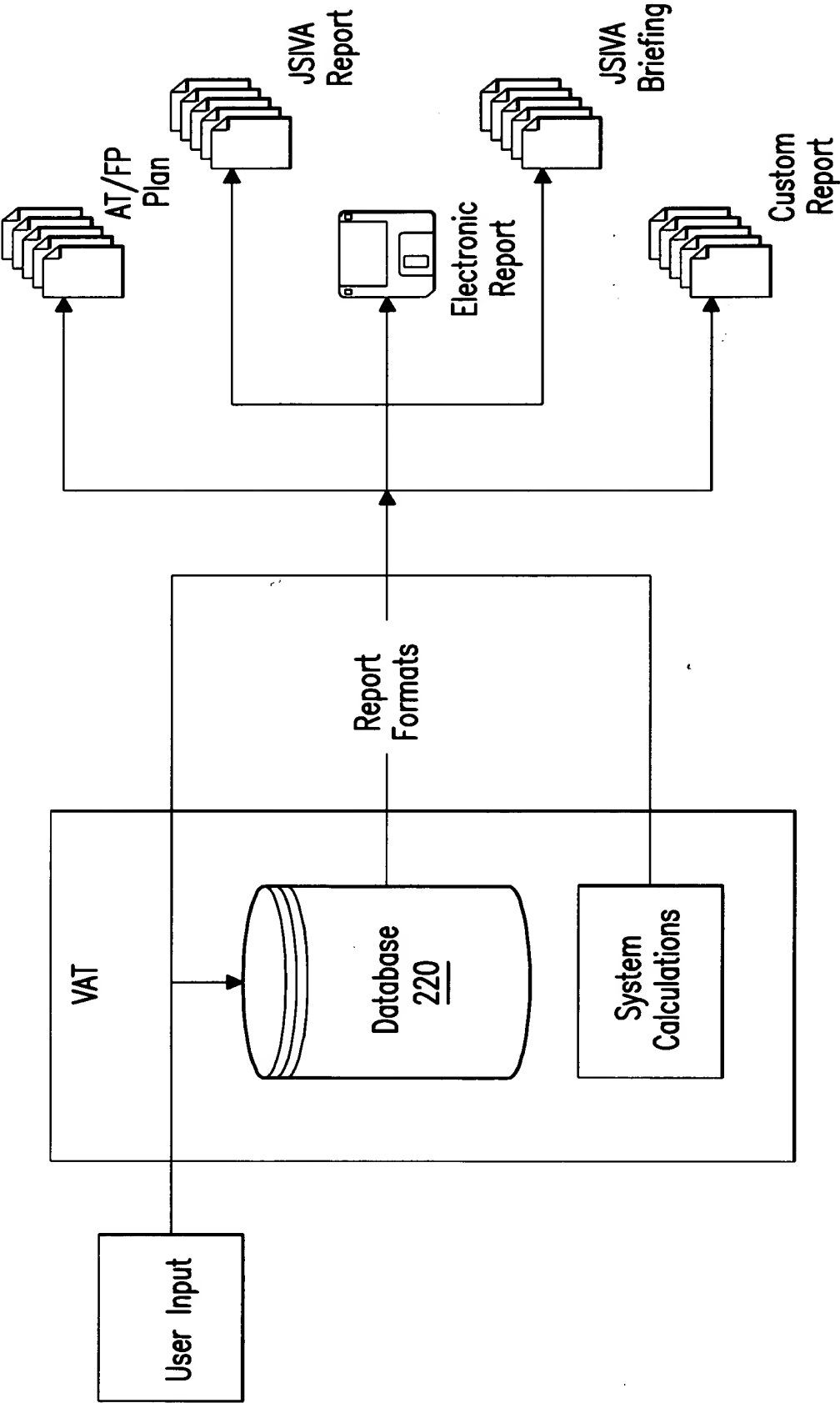


FIG.10

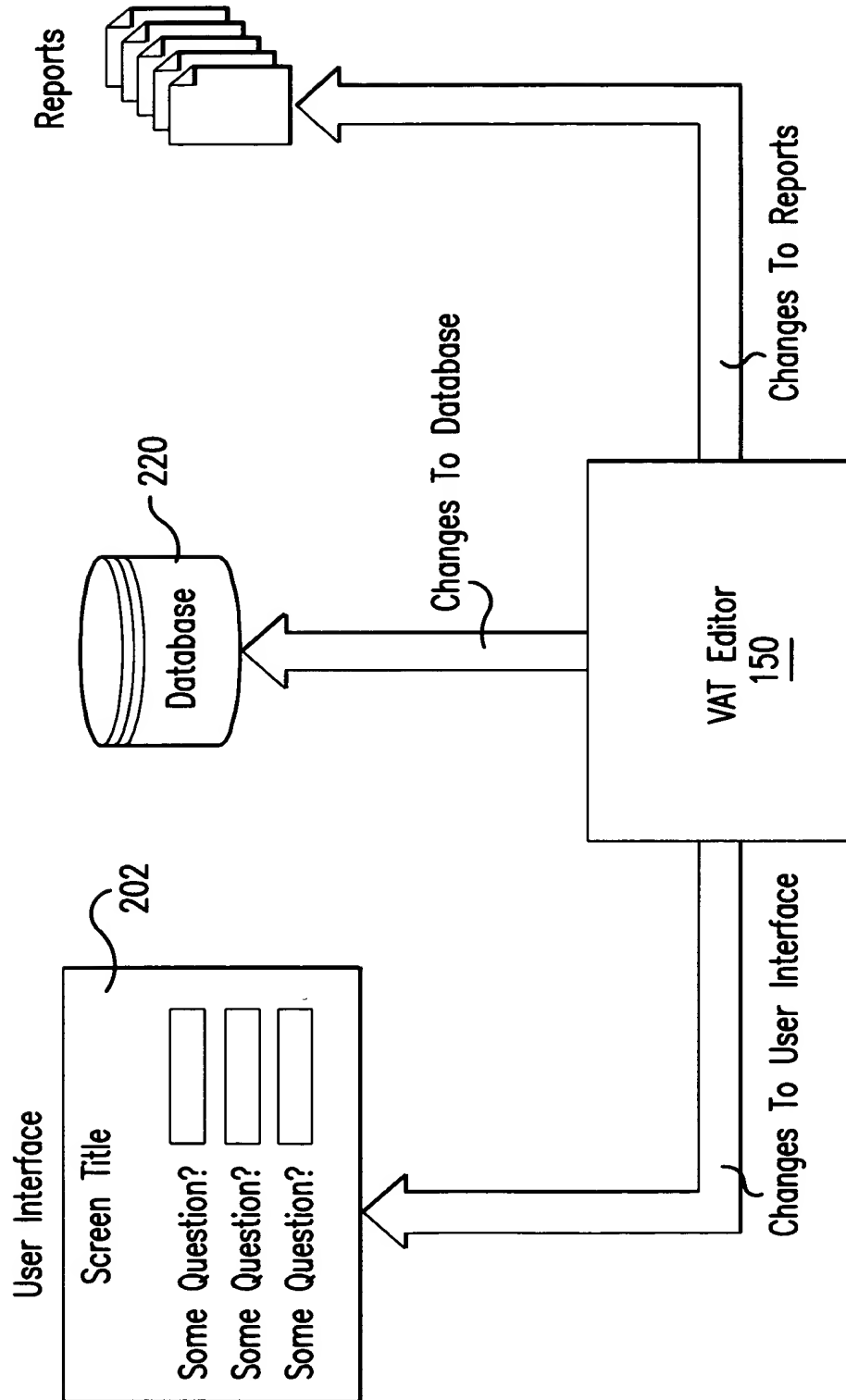


FIG.11

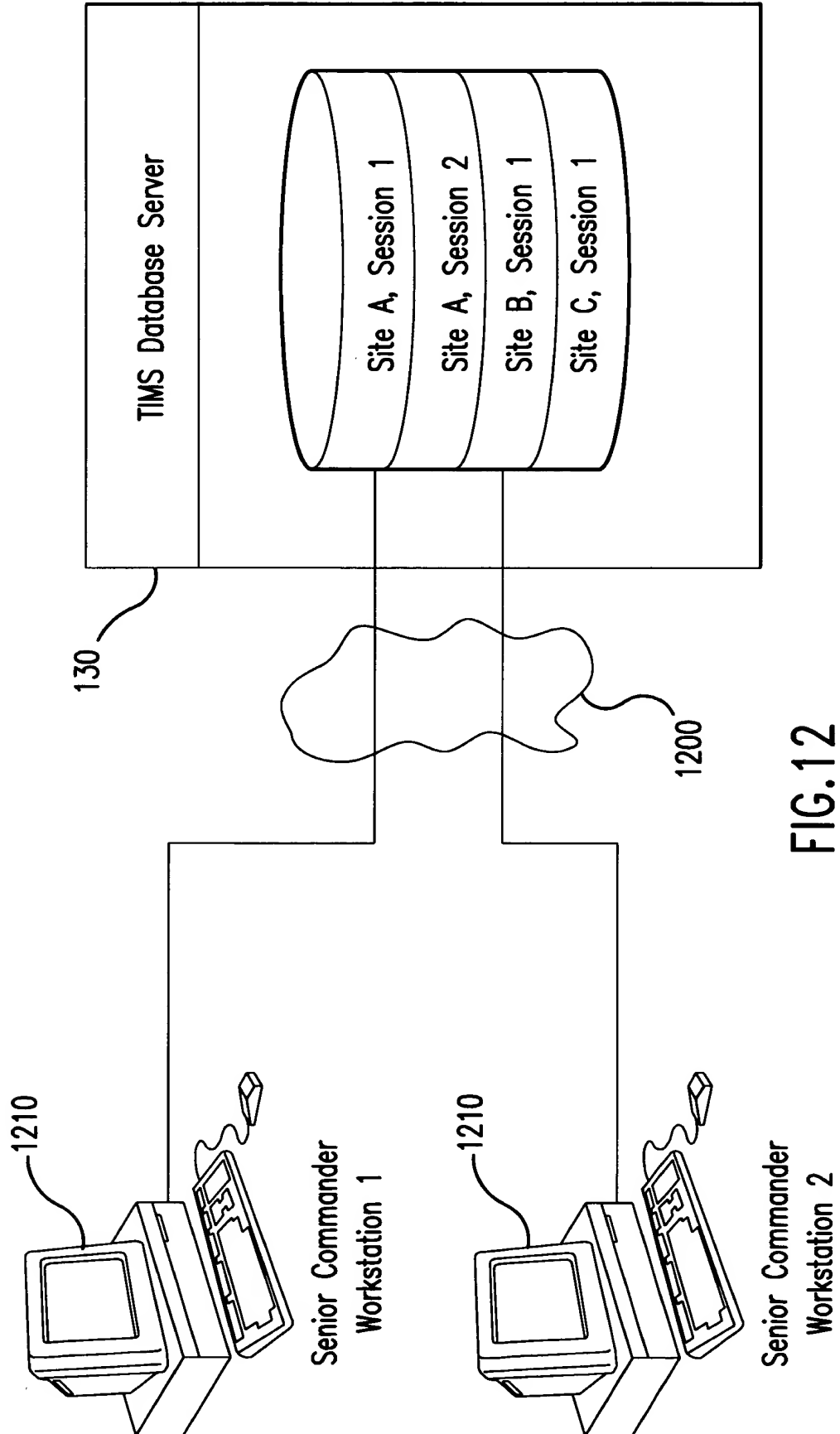


FIG.12

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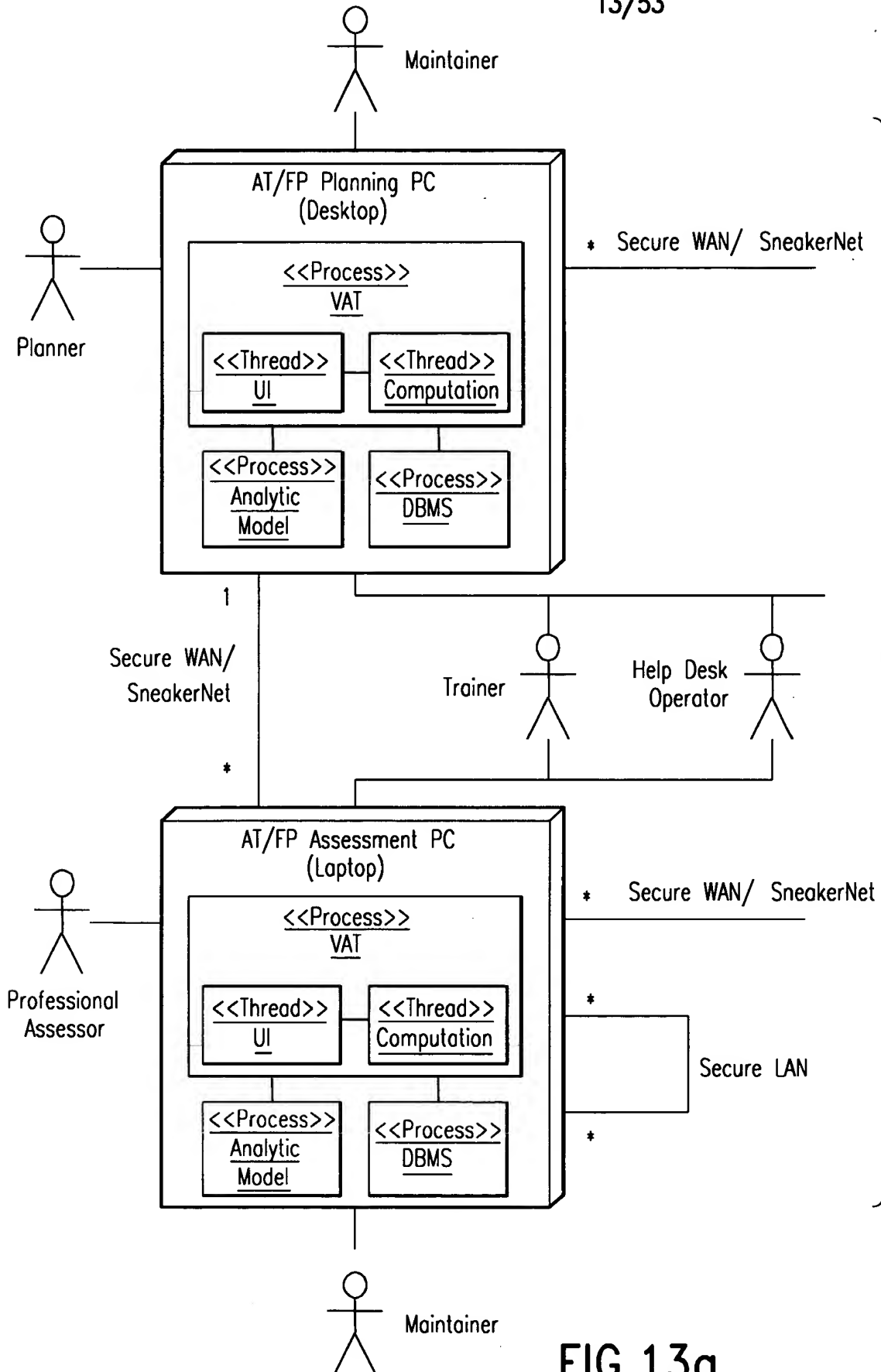
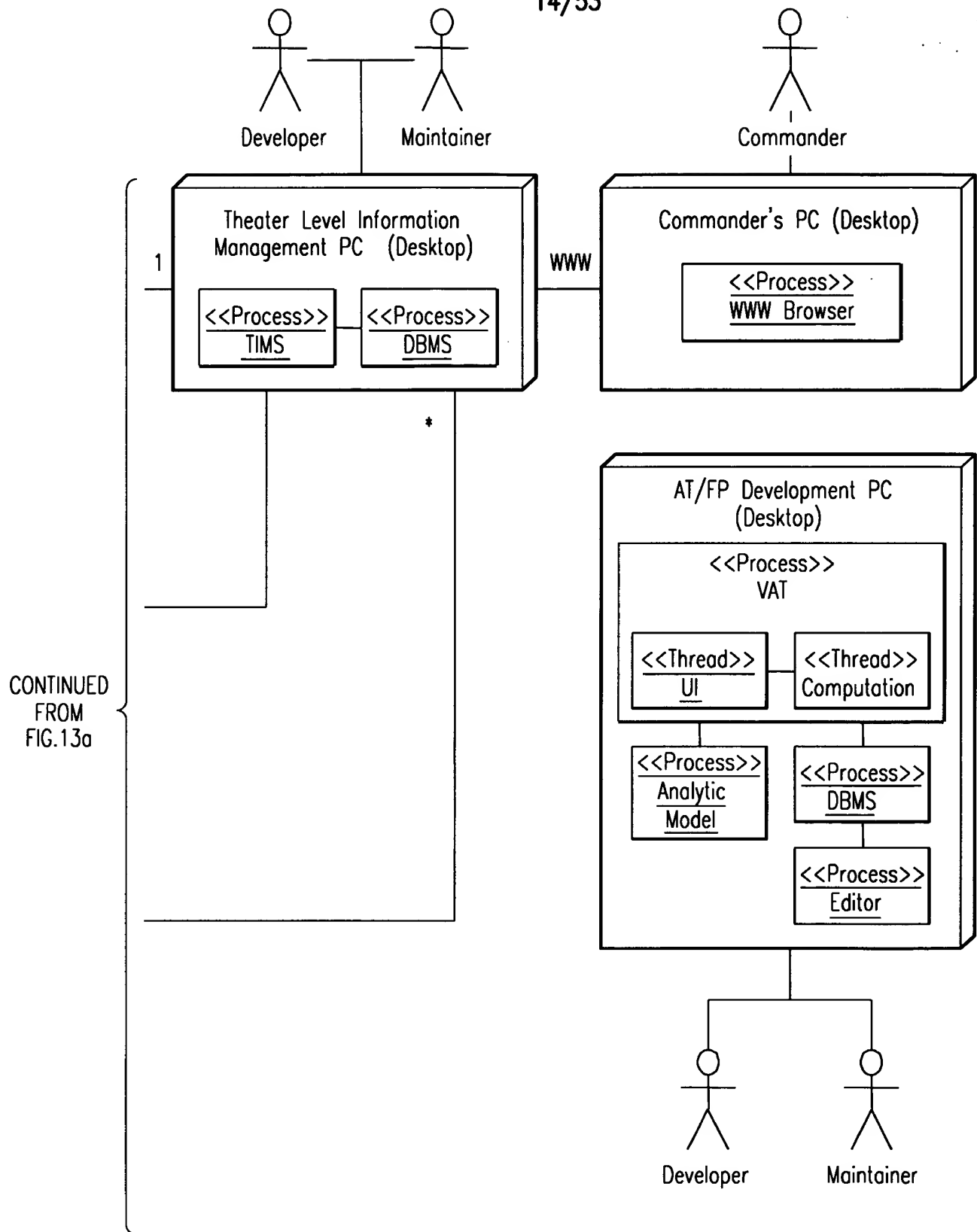


FIG. 13a

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CONTINUED
FROM
FIG.13a

FIG.13b

APPROVED	C.E. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

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Asset Attractiveness
<p>IN ORDER TO ASSESS THE ATTRACTIVENESS OF THIS ASSET TO A TERRORIST, YOU WILL NEED TO DESCRIBE THE FOLLOWING FEATURES OF THE ASSET:</p> <ul style="list-style-type: none"> • PROXIMITY TO OTHER IMPORTANT ASSETS • POPULATION • DEMOGRAPHICS • RECOGNIZABILITY • ACCESSIBILITY • AND IMPORTANCE <p>EACH OF THESE DESCRIPTIONS WILL IMPACT THE ATTRACTIVENESS OF THE ASSET TO A TERRORIST.</p> <p>• <u>LET'S GET STARTED</u></p>

FIG.14

1400

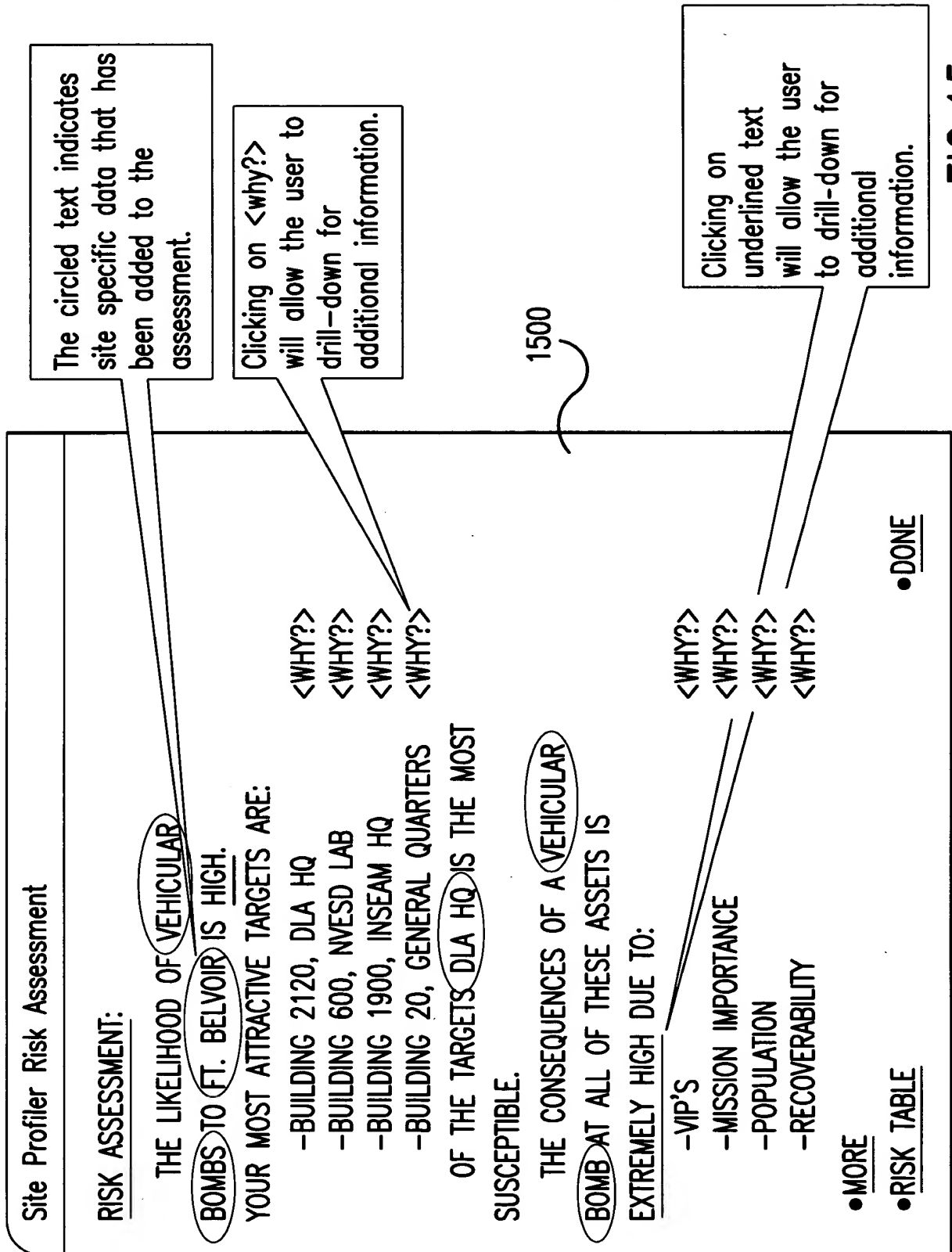


FIG.15

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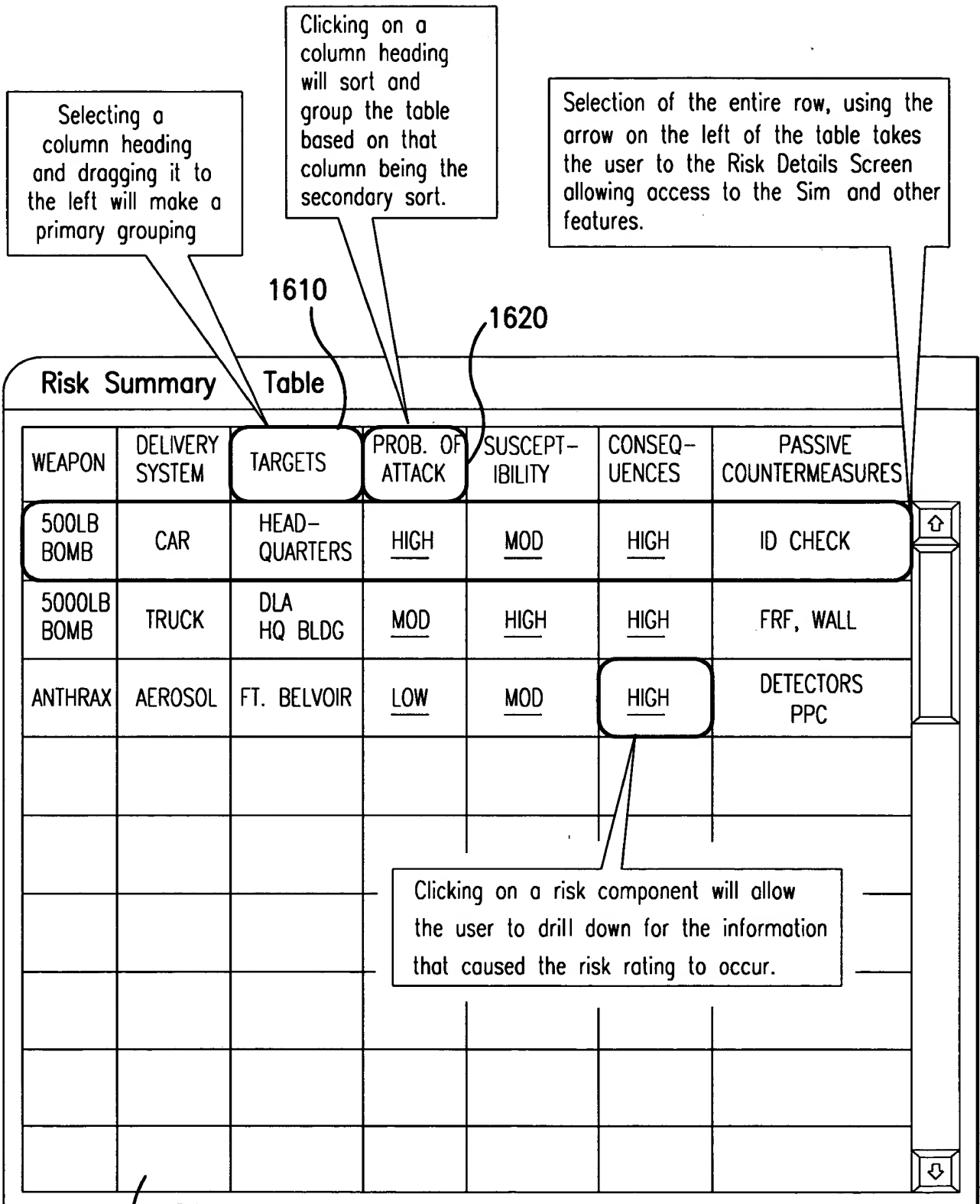


FIG.16

Prob. of Attack Detail: 500LB Car Bomb		
1) TARGET: <u>HEADQUARTERS</u>	PROB. OF ATTACK: HIGH	
3 TRIGGERS ARE ACTIVE	<MORE>	
THE THREAT LEVEL IS HIGH	<MORE>	
THE THREATCON ALPHA	<MORE>	
THREAT LIKELIHOOD IS HIGH	<MORE>	
APPARENT SITE READINESS IS MODERATE	<MORE>	
APPARENT TARGET READINESS IS LOW	<MORE>	
2) TARGET: <u>DAY CARE CENTER</u>	PROB. OF ATTACK: MOD	
3 TRIGGERS ARE ACTIVE	<MORE>	
THE THREAT LEVEL IS HIGH	<MORE>	
THE THREATCON IS ALPHA	<MORE>	
THREAT LIKELIHOOD IS HIGH	<MORE>	
APPARENT SITE READINESS IS MODERATE	<MORE>	
APPARENT TARGET READINESS IS LOW	<MORE>	
3) TARGET: <u>*****</u>	PROB. OF ATTACK: ****	
3 TRIGGERS ARE ACTIVE	<MORE>	
THE THREAT LEVEL IS HIGH	<MORE>	
THE THREATCON IS ALPHA	<MORE>	
THREAT LIKELIHOOD IS HIGH	<MORE>	
APPARENT SITE READINESS IS MODERATE	<MORE>	
APPARENT TARGET READINESS IS LOW	<MORE>	

This Screen comes from clicking 'on the High' indicator in the Prob of Attack column for the Headquarters. The screen provides information on how the Prob was derived.

Clicking on<more> will take the user to further screens with additional details.

1700

FIG.17

APPROVED	O.C. FIG.	
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1800

Risk Details: 500LB Car Bomb vs. Headquarters
<ul style="list-style-type: none"><input type="checkbox"/> VIEW RISK ITEM DETAILS<input type="checkbox"/> READ SITE PROFILER RISK ASSESSMENT<input type="checkbox"/> VIEW SIMULATION OF EVENT<input type="checkbox"/> ANALYZE COUNTERMEASURES<input type="checkbox"/> ANALYZE CONSEQUENCES

FIG.18

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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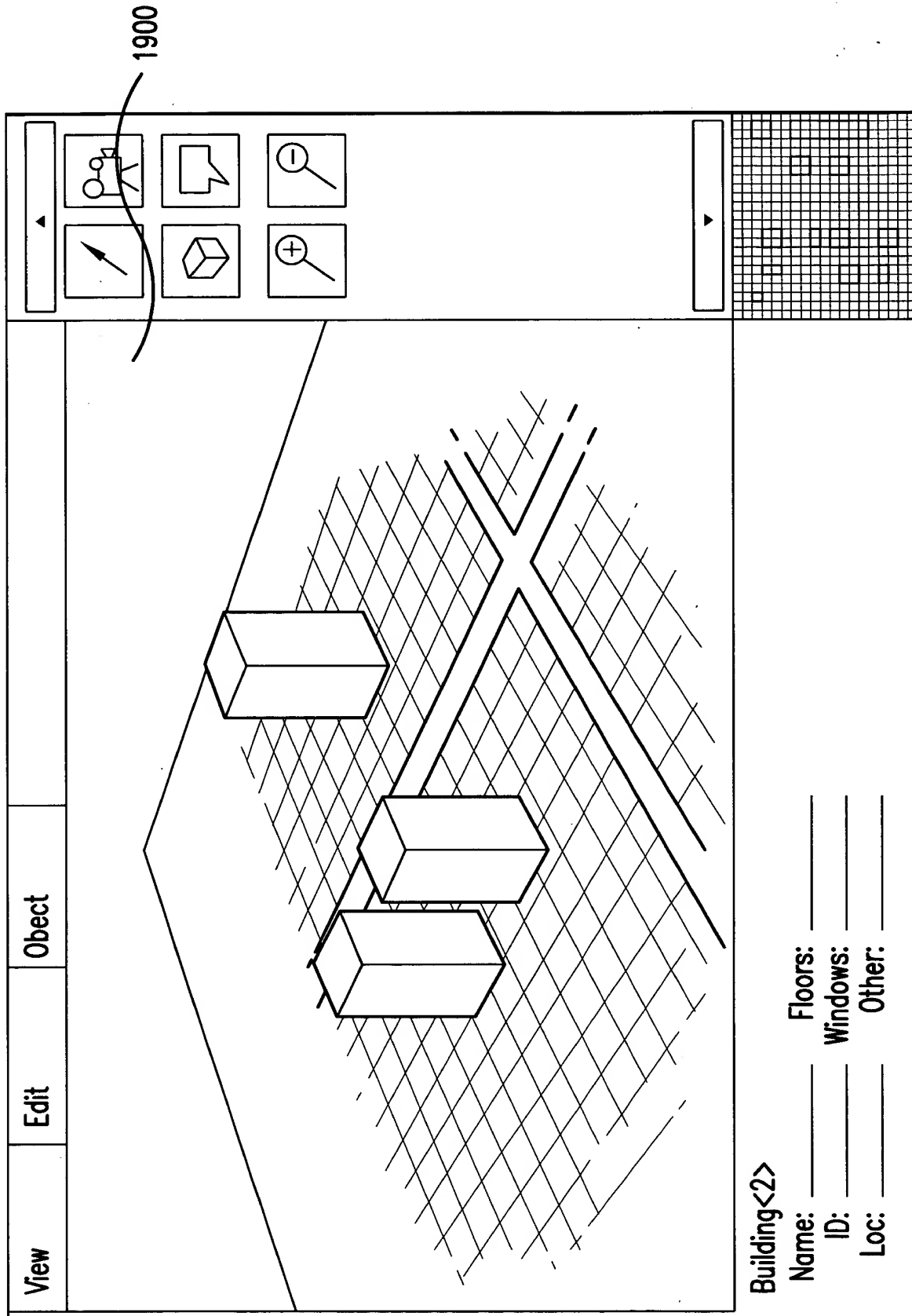
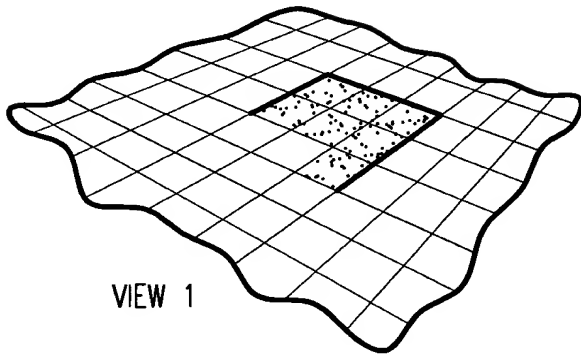


FIG.19

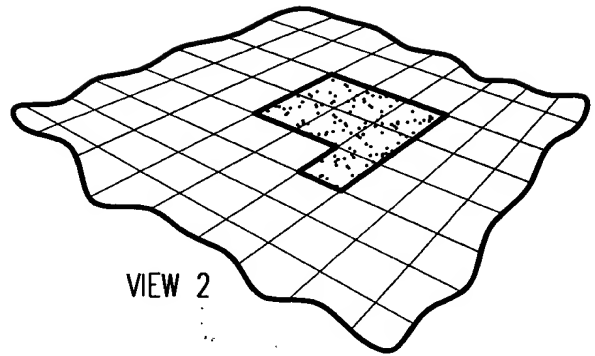
APPROVED	C. G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

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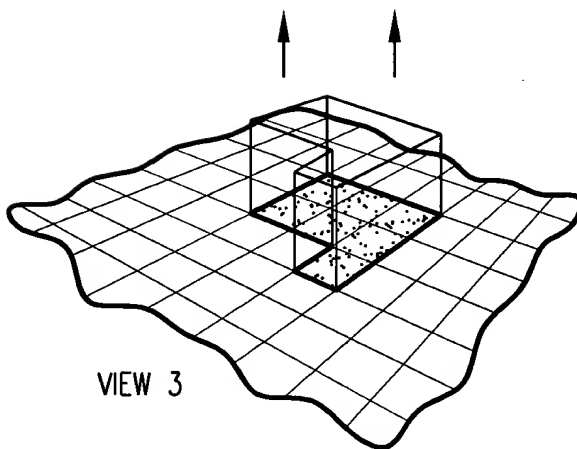
VIEW 1

FIG. 20a



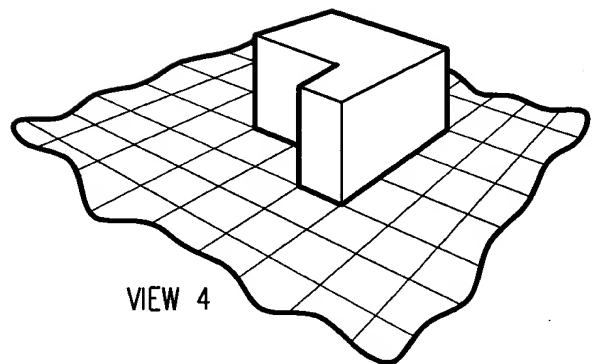
VIEW 2

FIG. 20b



VIEW 3

FIG. 20c



VIEW 4

FIG. 20d

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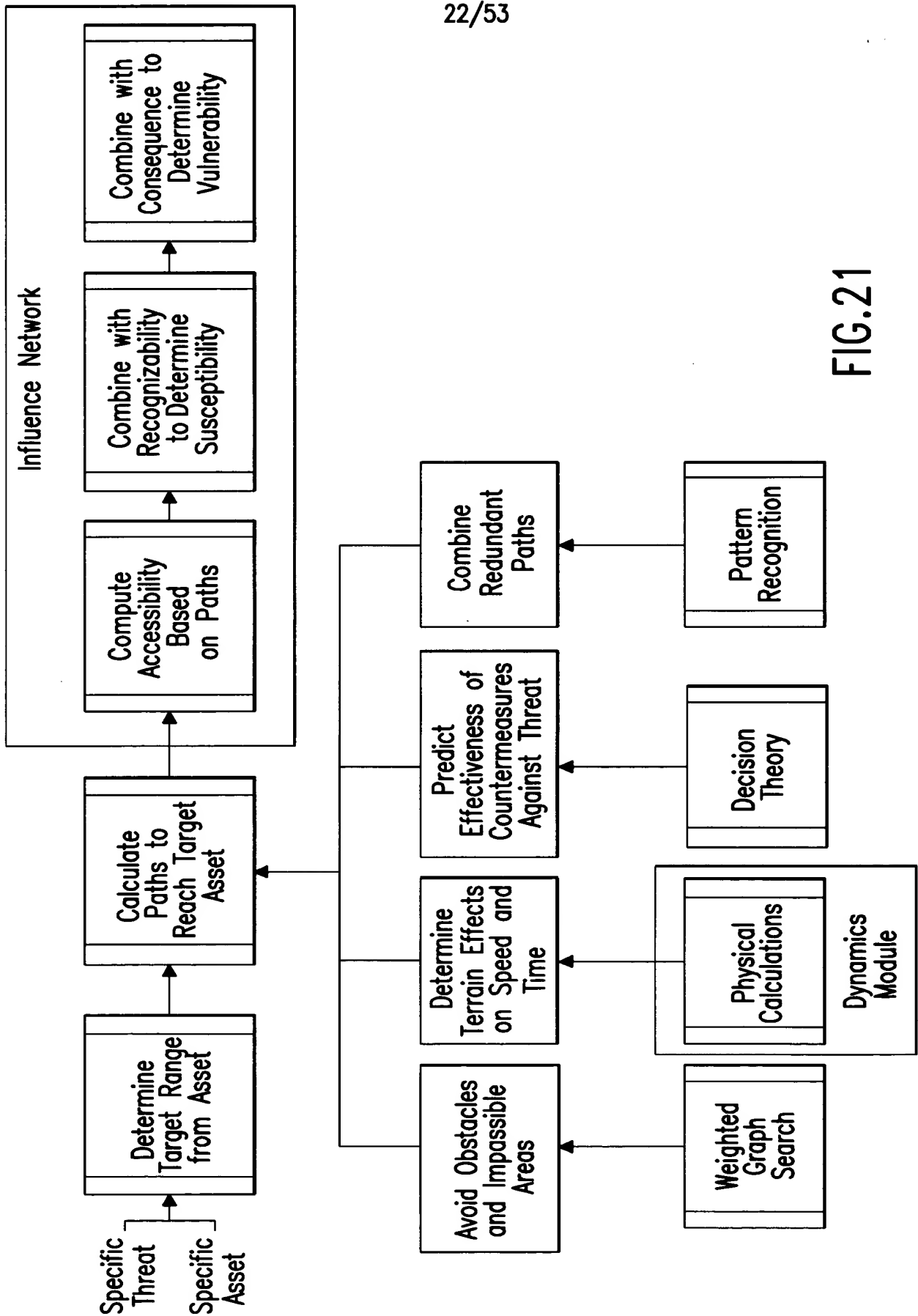


FIG.21

APPROVED	CAL FIG.	
BY	CLASS	SUBCLASS
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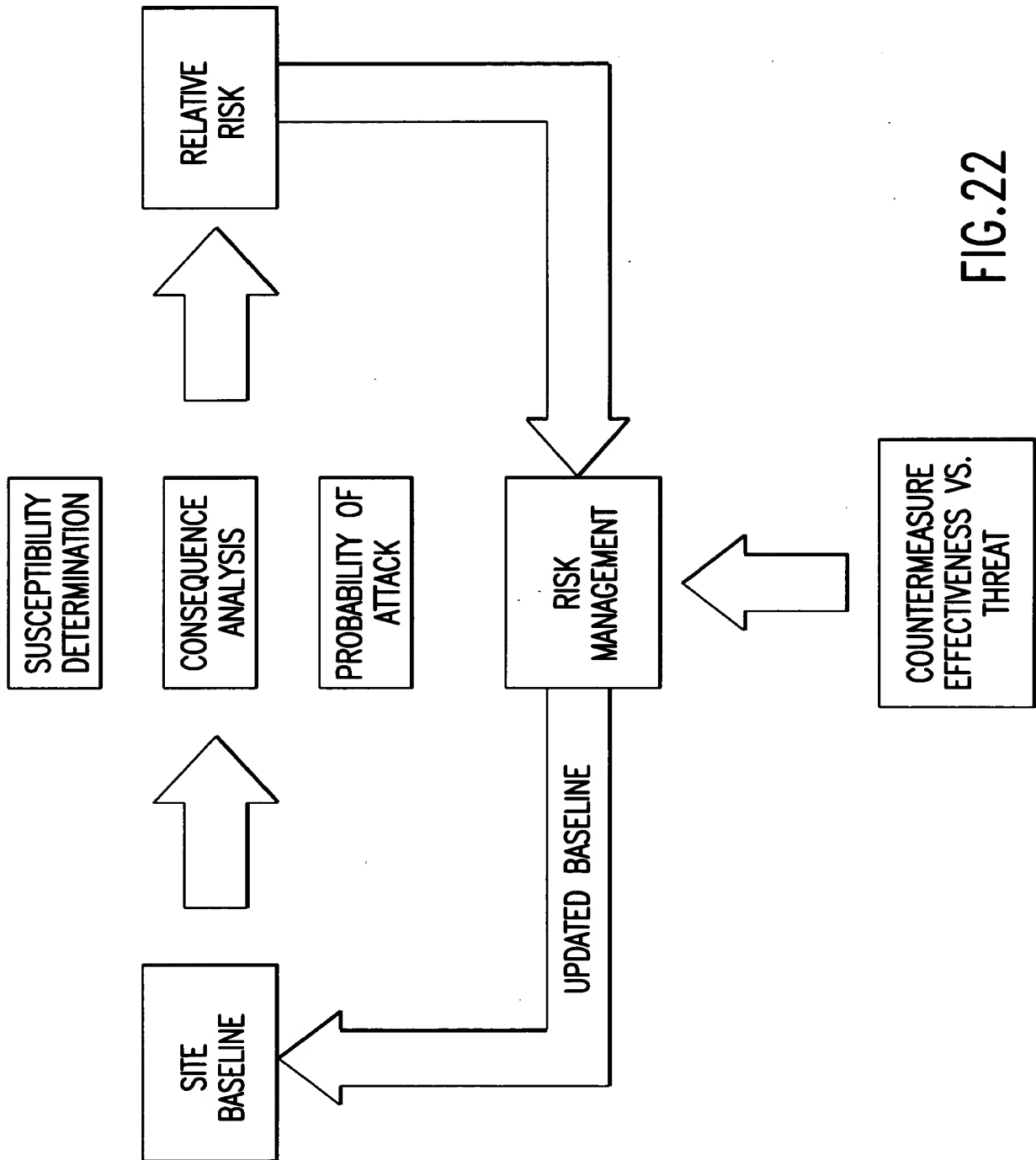


FIG.22

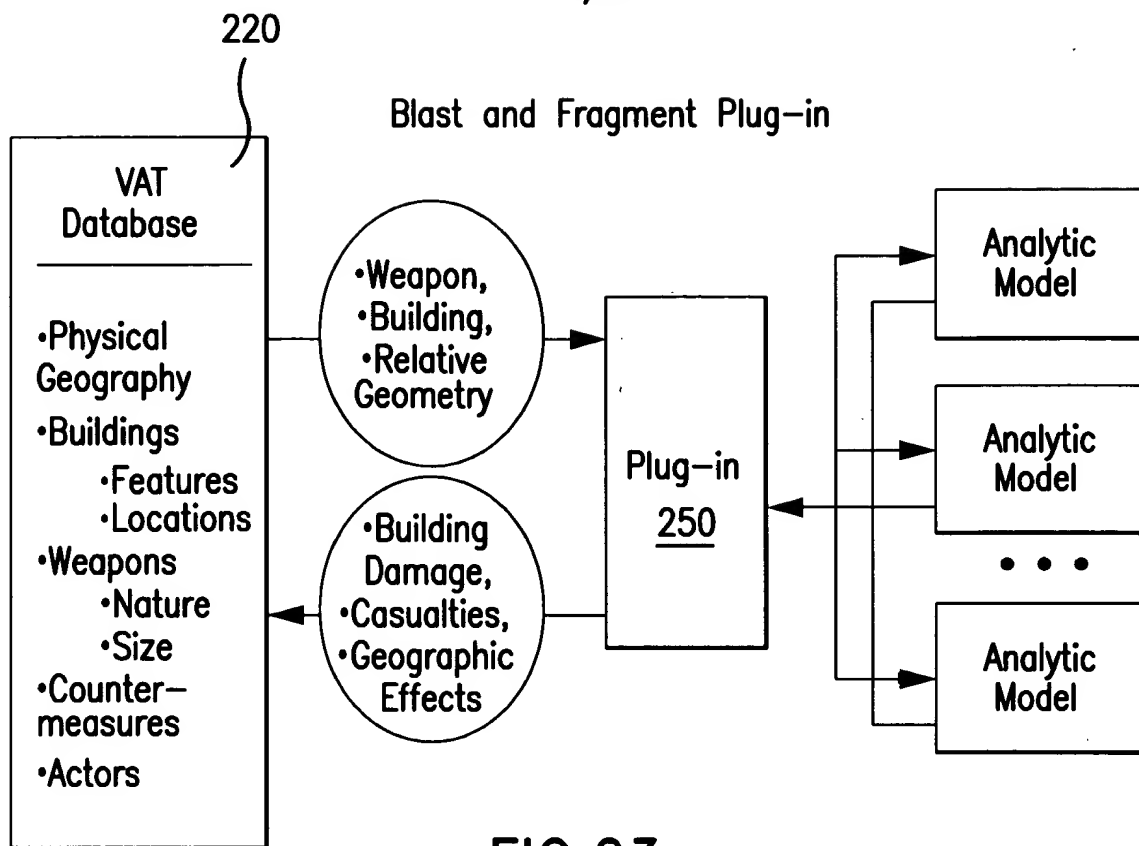


FIG.23

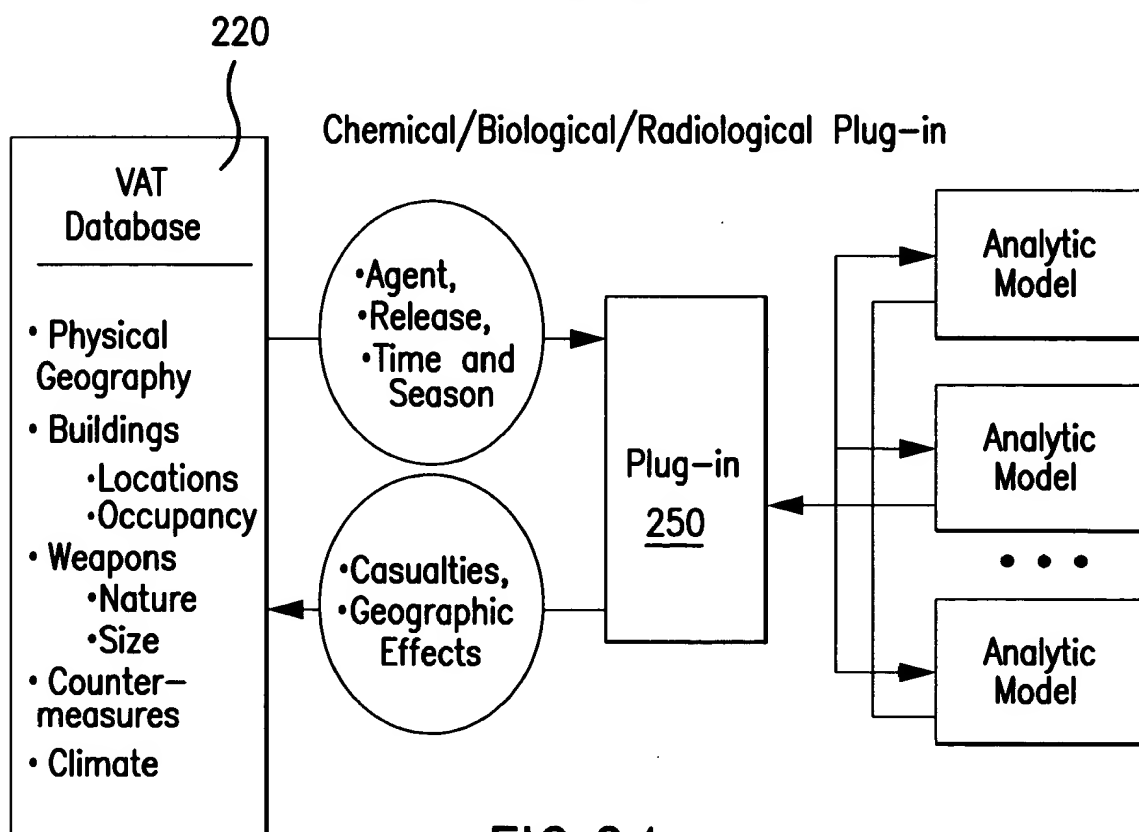


FIG.24

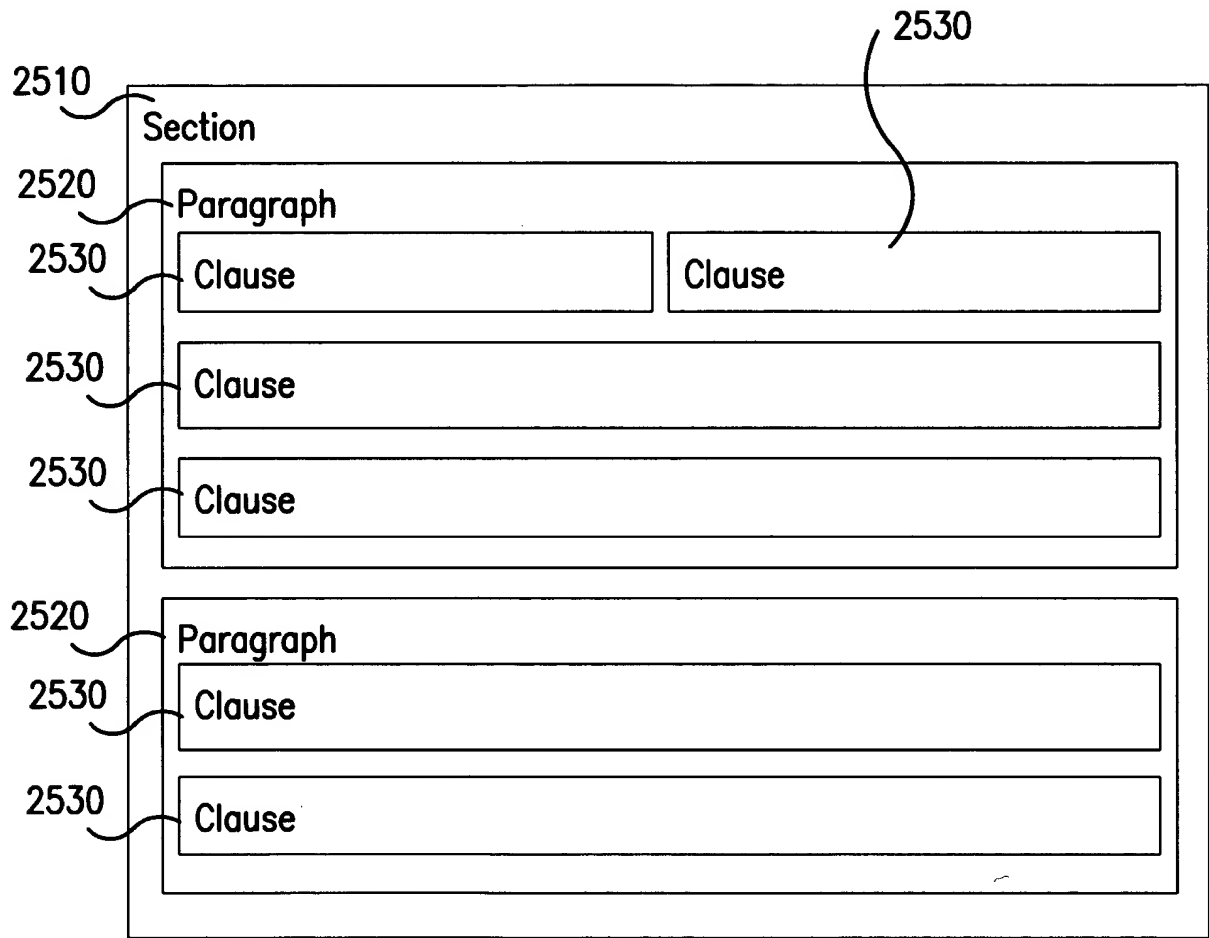


FIG.25

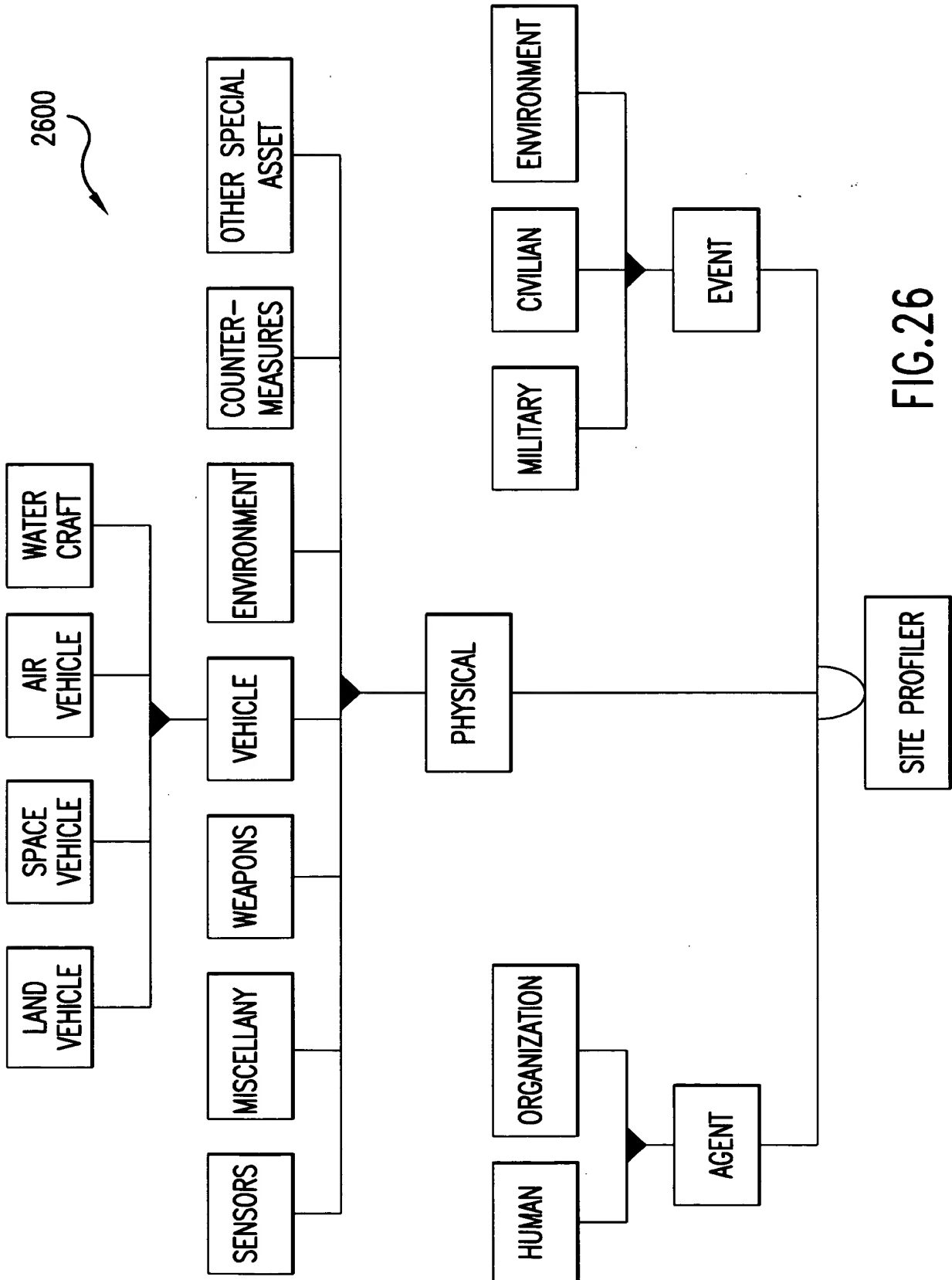


FIG.26

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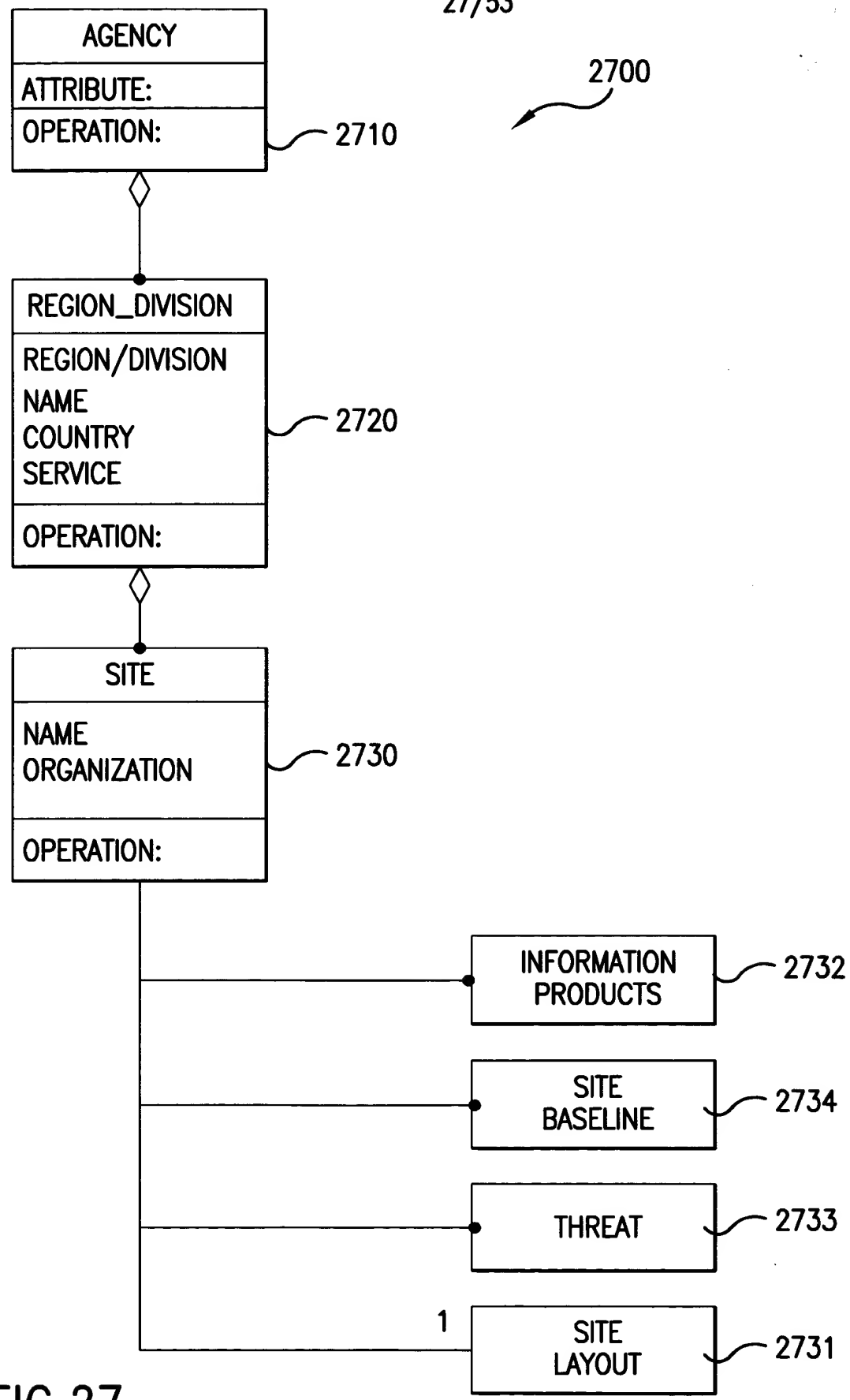


FIG.27

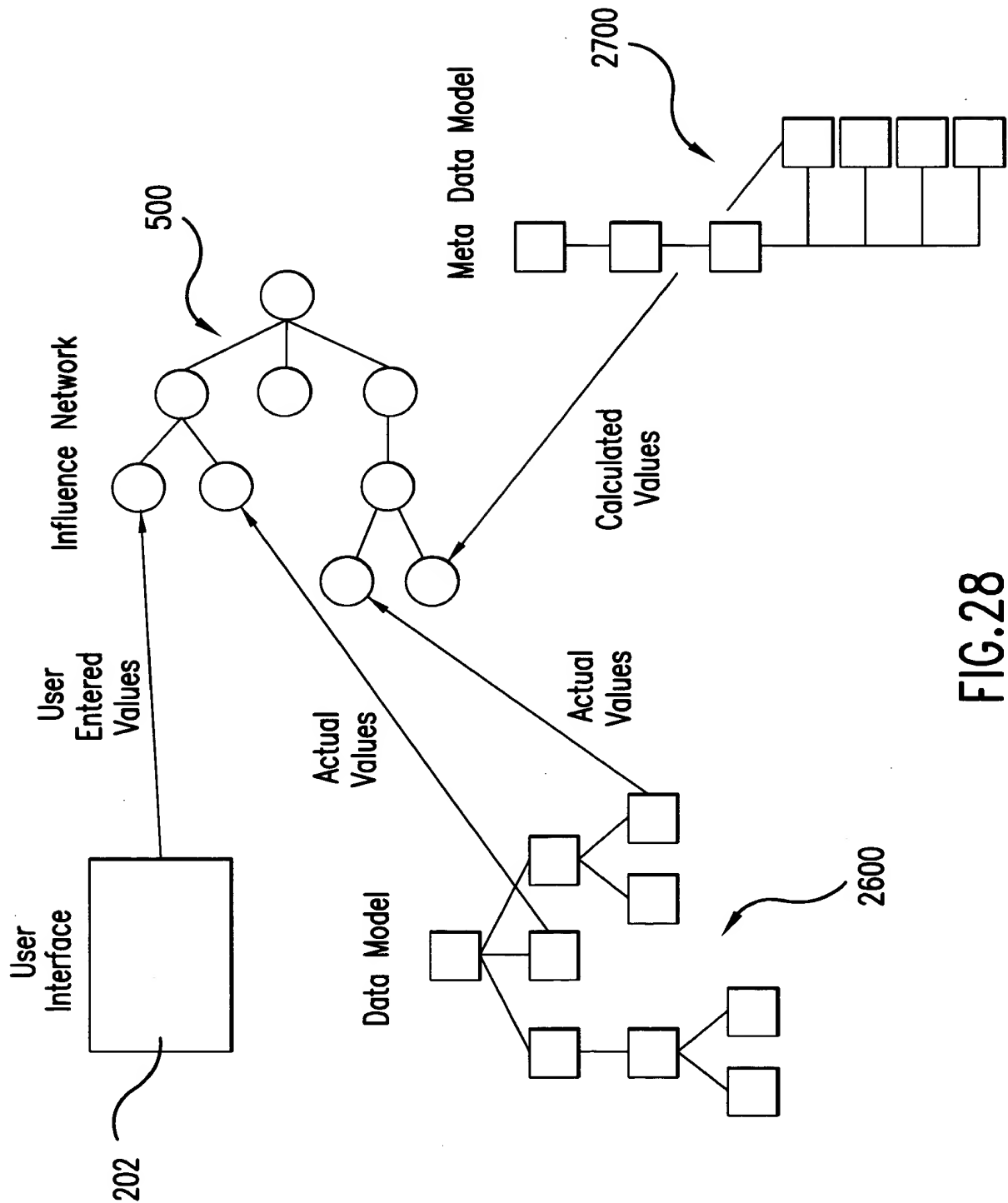


FIG.28

2900

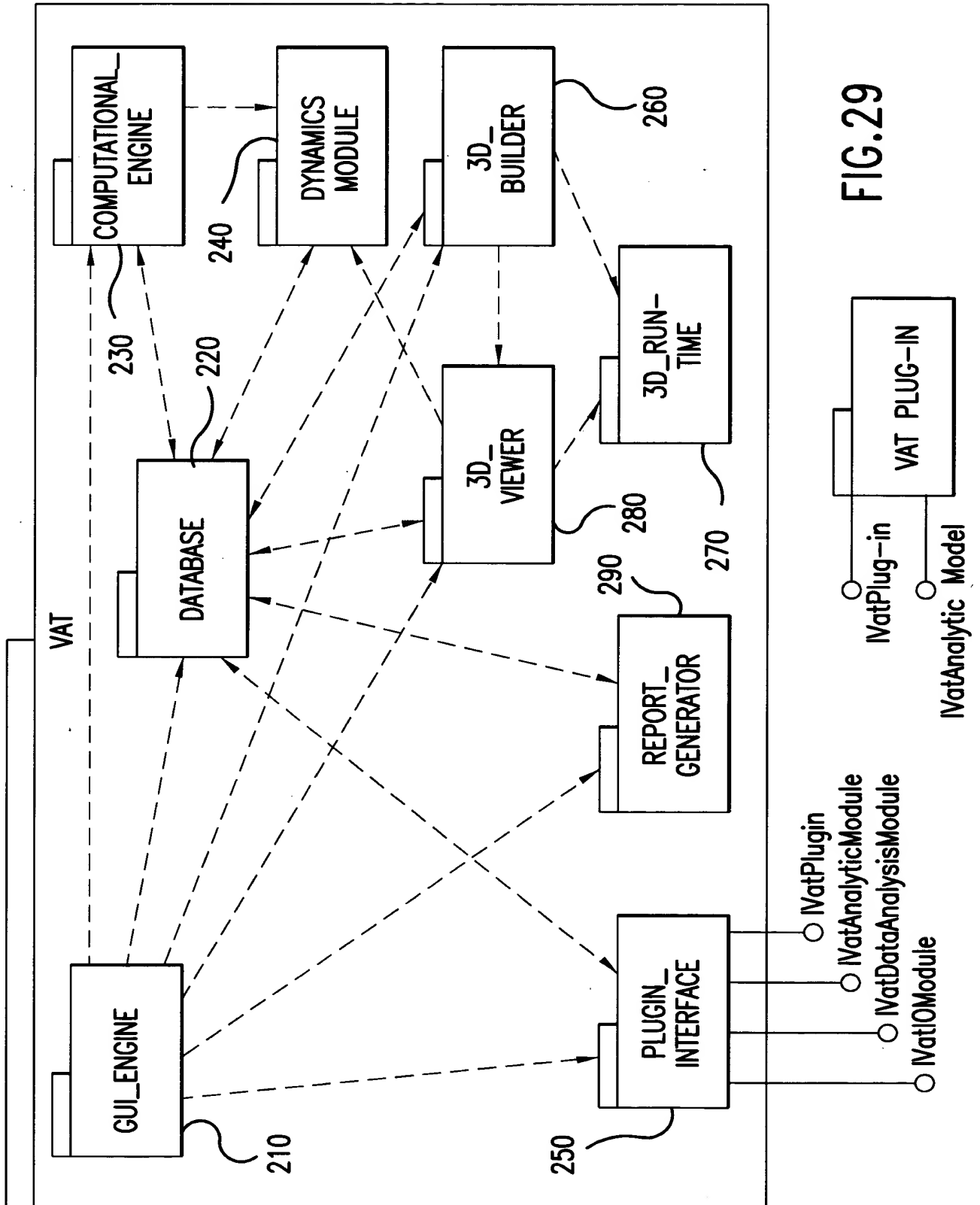
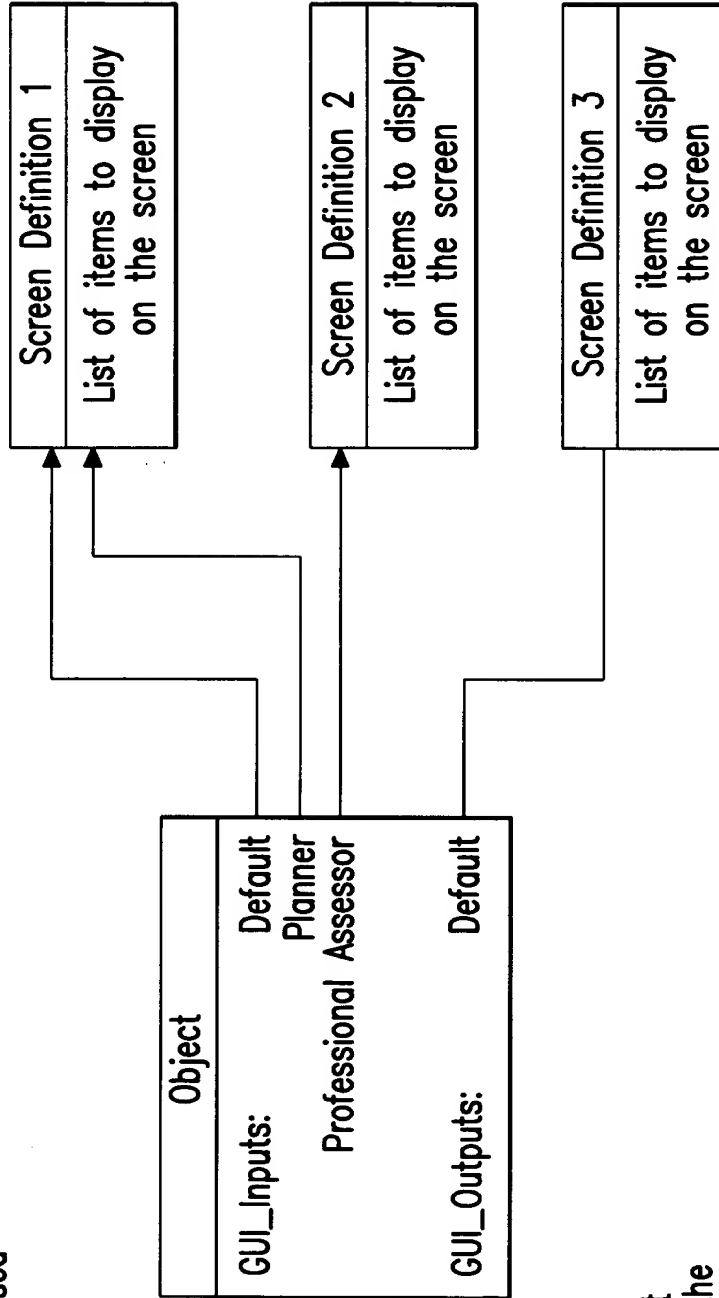


FIG.29

A list of the GUI Input definitions associated with the object. Each entry links to screen definition. The specific one to use is based on the type of user.



A list of the GUI Output definitions associated with the object. Each entry links to screen definition.

FIG.30

3100

Screen Definition consist of a list of items to display to the user

Title for the screen

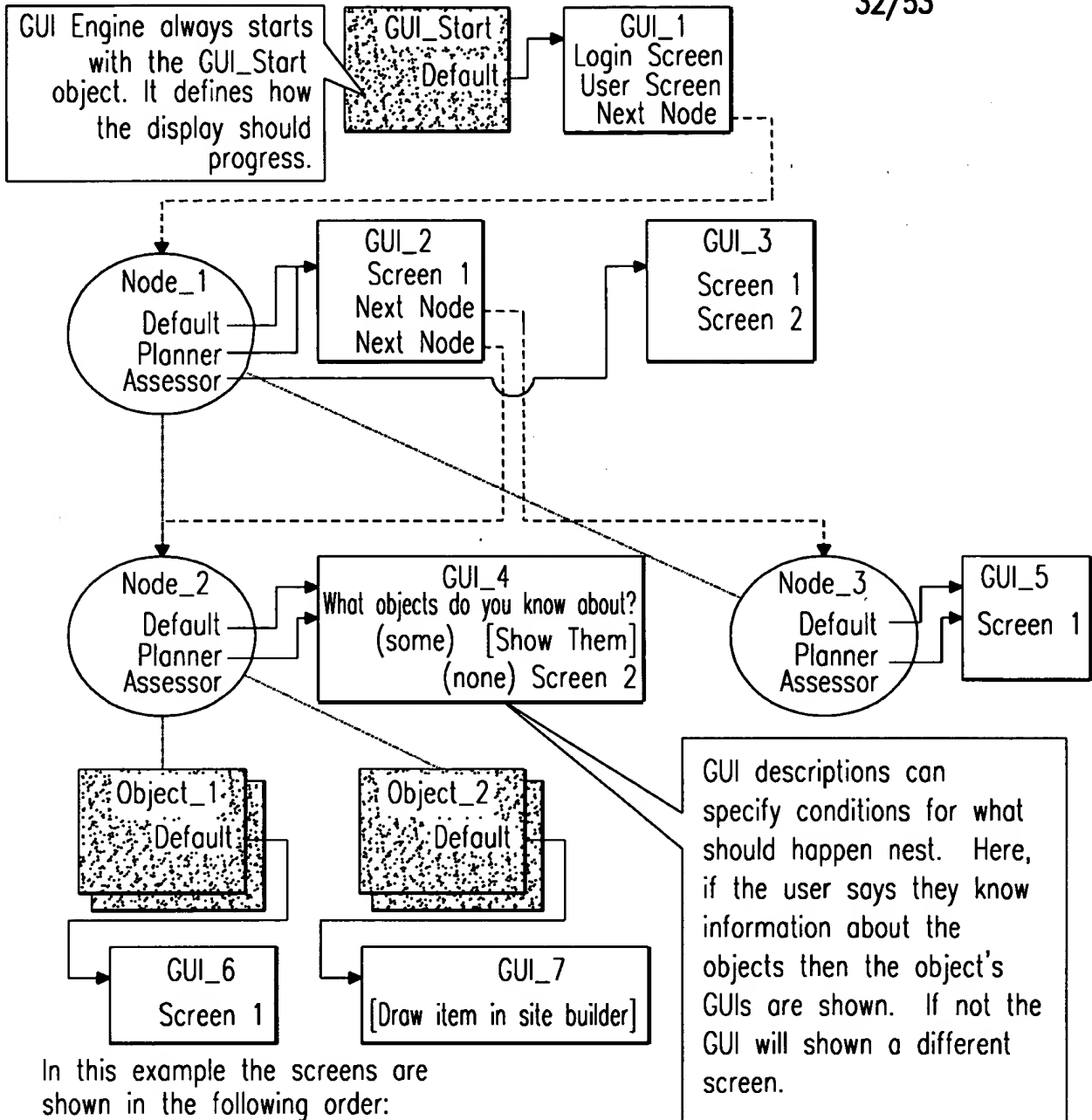
Screen Definition				
Type	Prompts	Format	Data	Data Modifier
TITLE	User Information	BOLD	-	-
INPUT	Please enter your name:	-	User.Name	-
INPUT	Please enter your military ID number:	-	User.ID	-
INPUT	Please select your rank:	-	User.Rank	Ranks[Service.Type]
INPUT	Please enter you age:	-	User.Age	2
BREAK	-	-	-	-
NAV_IN	-	-	Team	-
TITLE	Assessment Information	BOLD	-	-
INPUT	Please enter the name of the base:	-	Assessment.Name	-
INPUT	Please select the date for the assessment:	-	Assessment.StartDate	-

Data items the user needs to input with prompts to show beside them

Explicite navigational instructions to the GUI Engine to override the default flow of screens

FIG.31

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In this example the screens are shown in the following order:

GUI_1
GUI_2 *
GUI_5 **
GUI_4
GUI_6 ***
GUI_7
Site Builder ****

* Assuming the user is a planner

** GUI_2 specifies Node_3 comes before Node_2

*** GUI_4 does not specify where to go next, so the engine moves down the tree to find relationships.

**** GUI_7 specifies to use the Site Builder to define the object

Legend

- Node in the Node Tree
- GUI description object
- ▣ Object in the Data Model
- Node Tree relationship
- Pointer to a GUI Description
- > Pointer back to a node

FIG.32

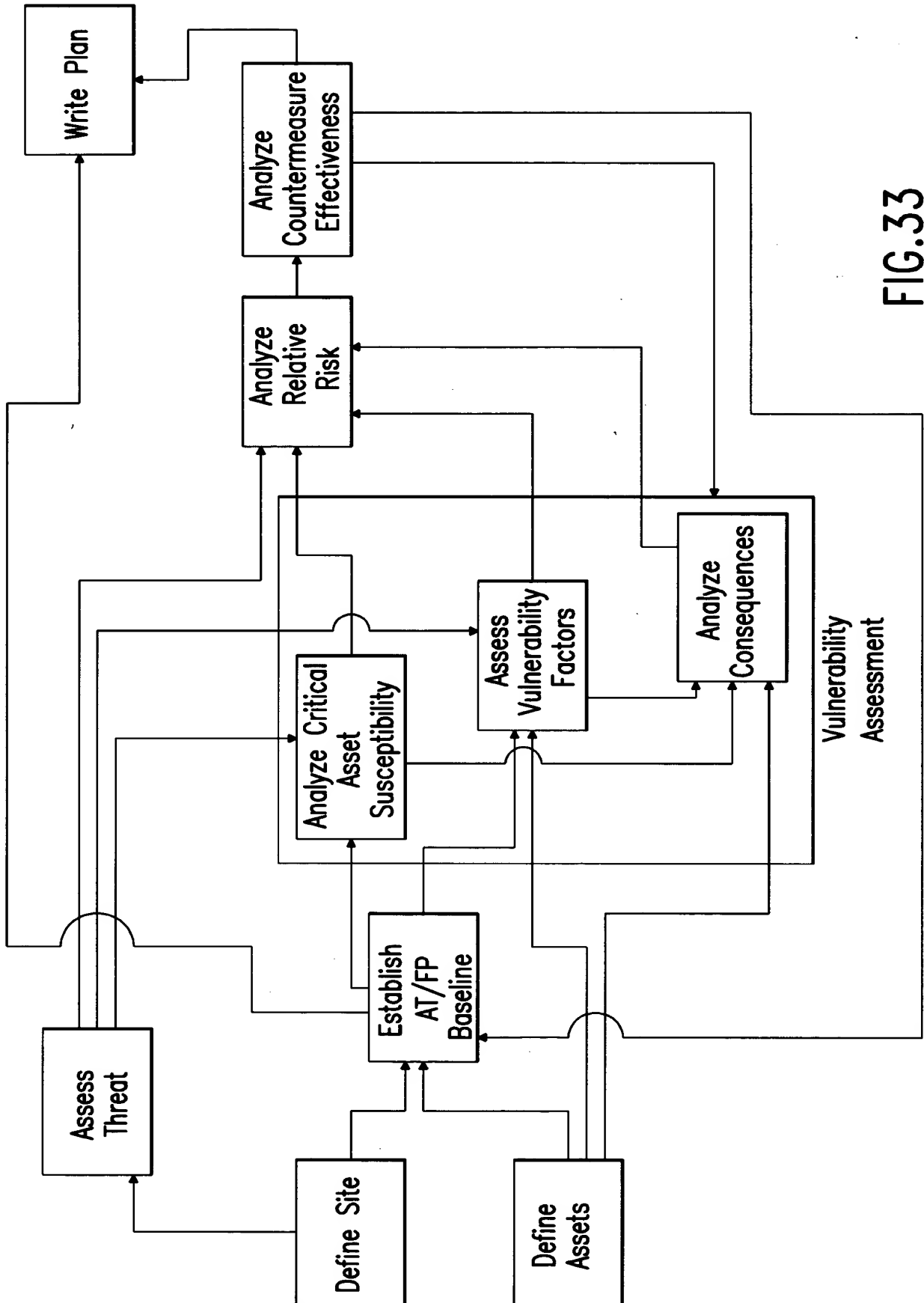


FIG. 33

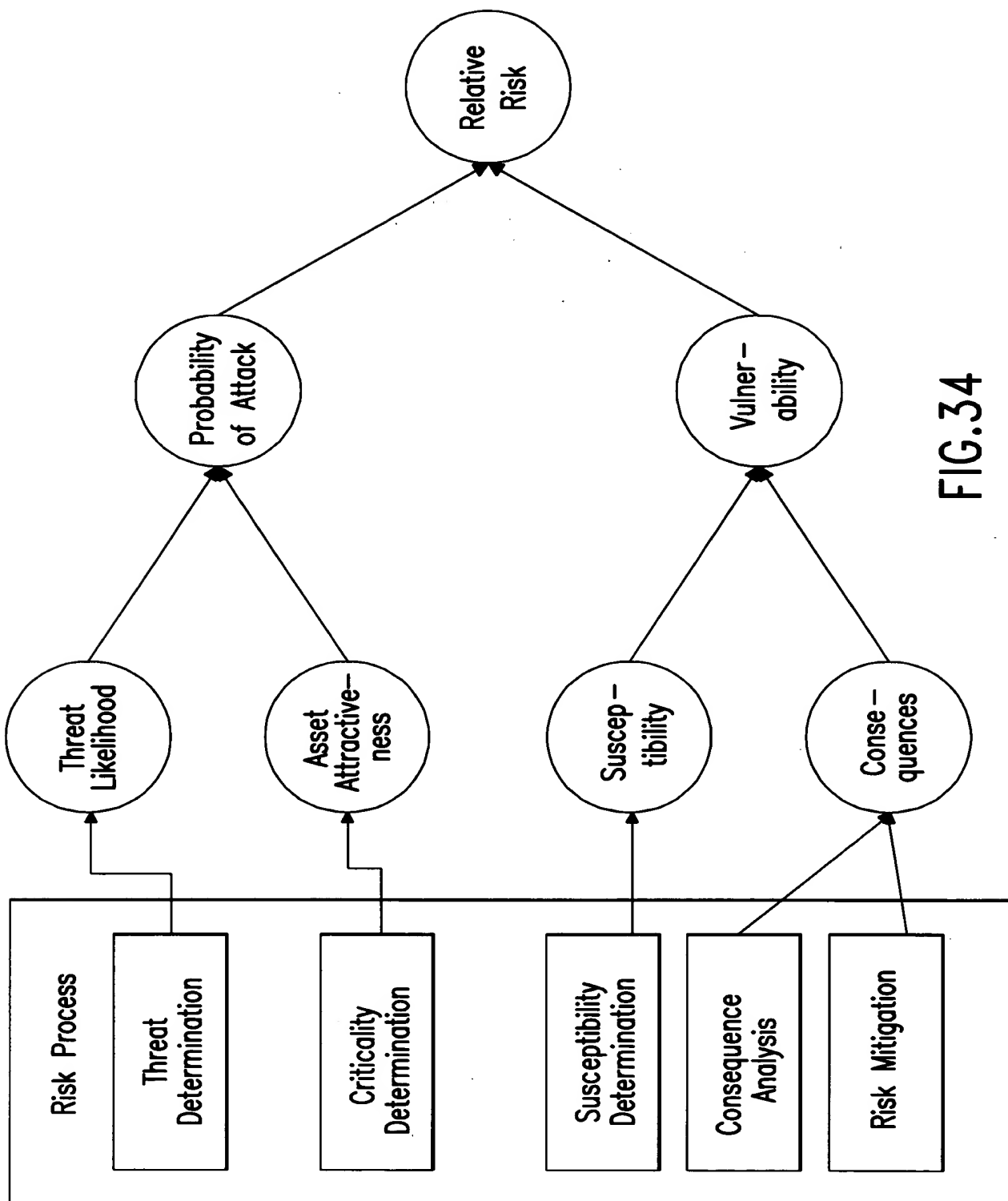
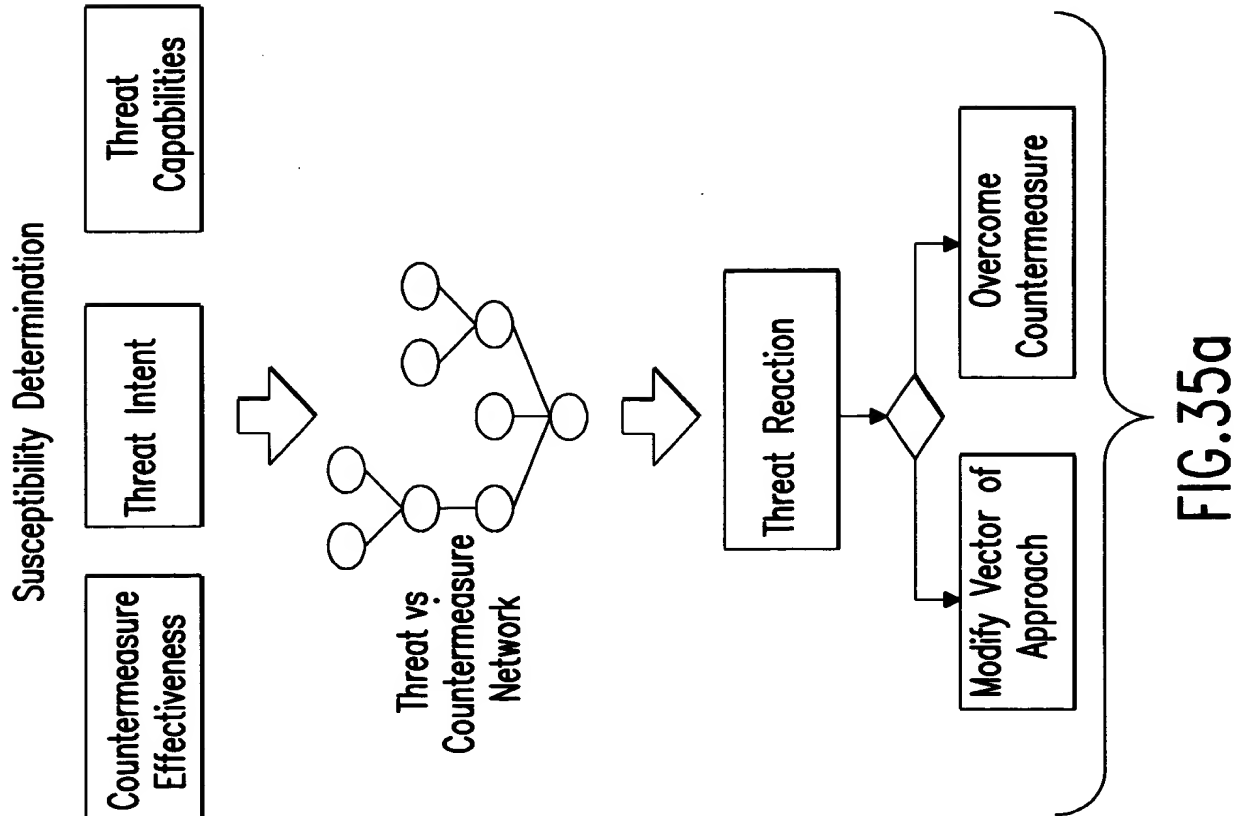
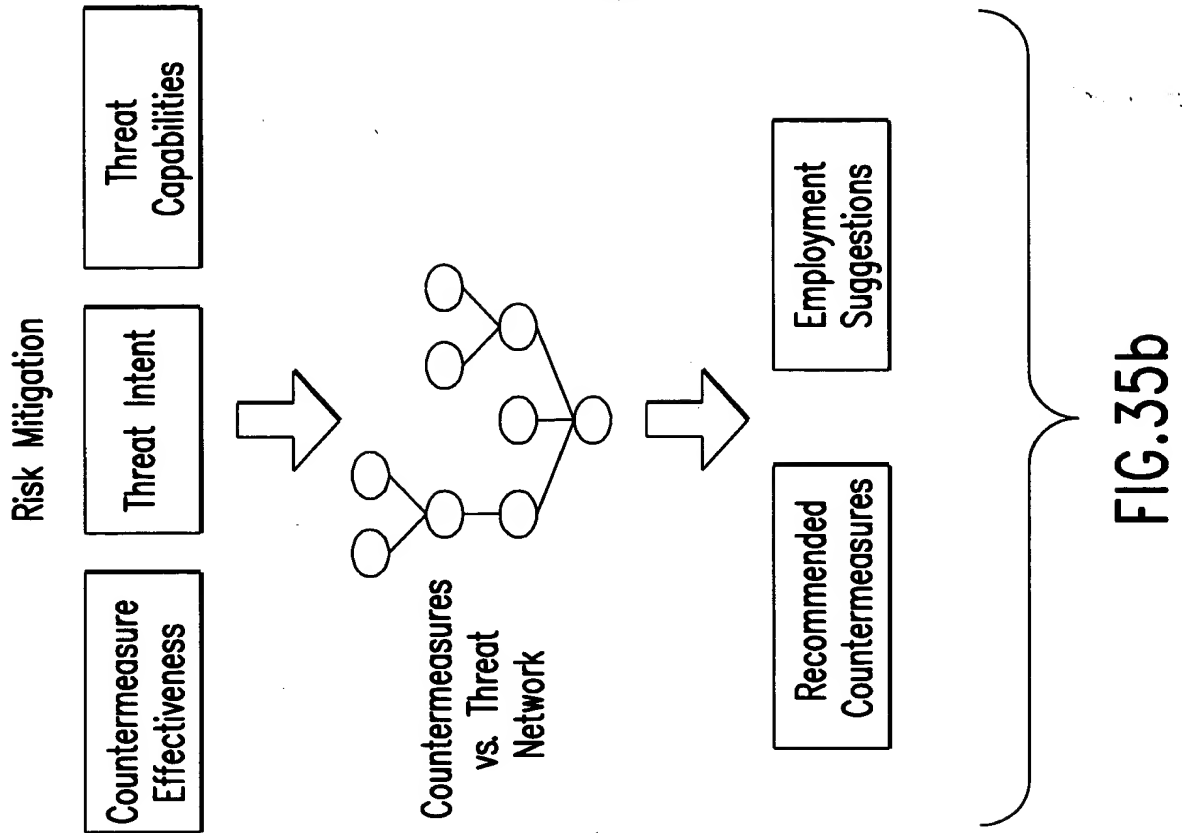


FIG.34



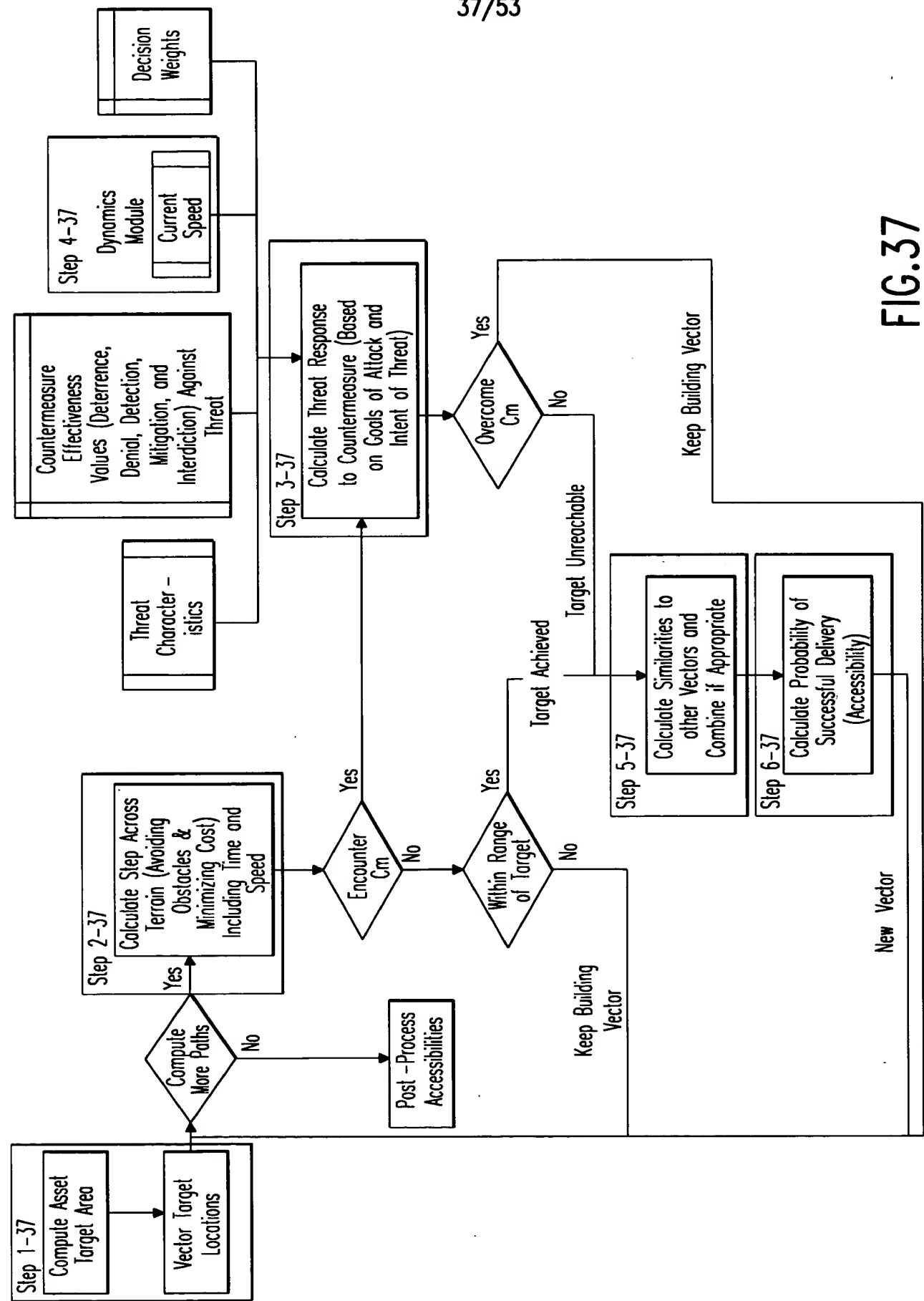


FIG. 37

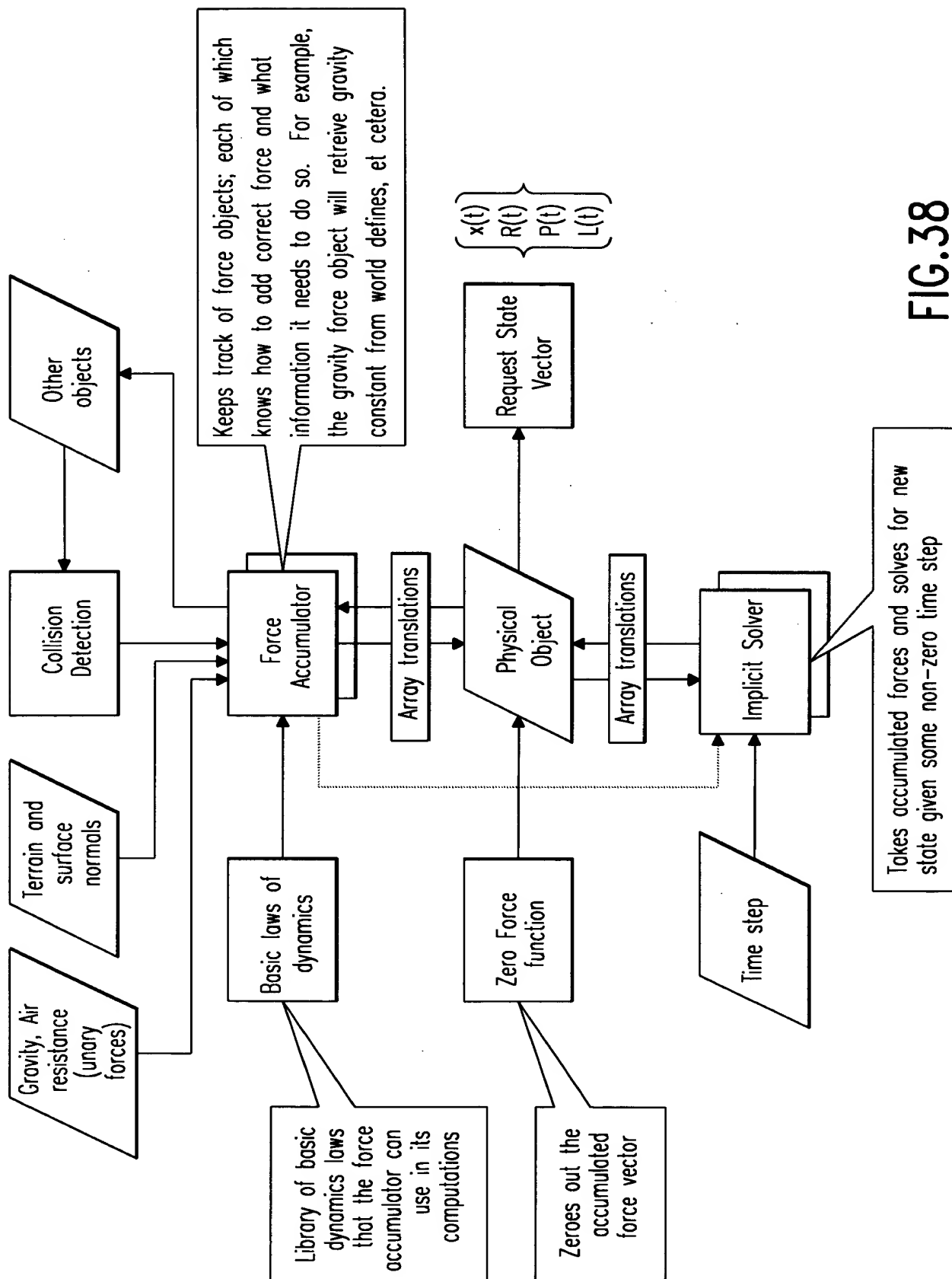


FIG.38

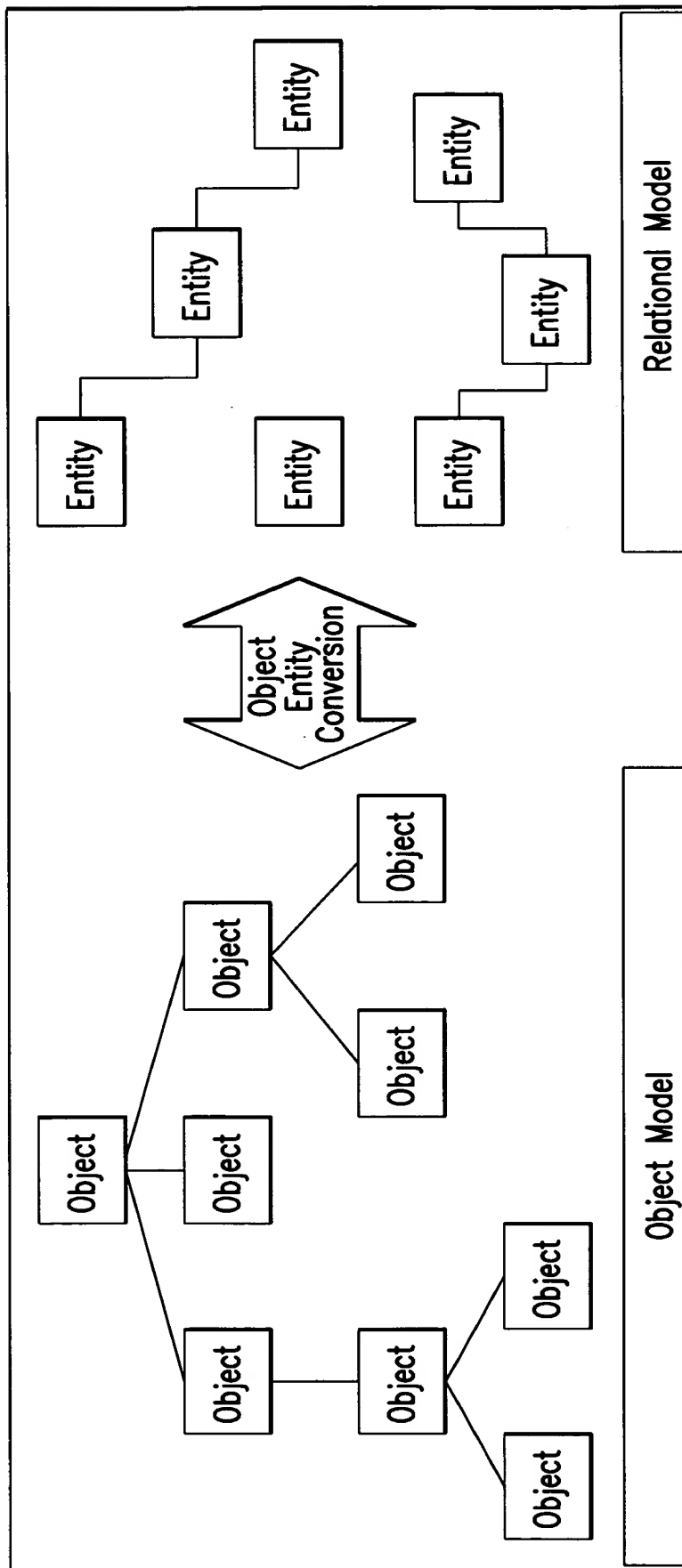


FIG.39

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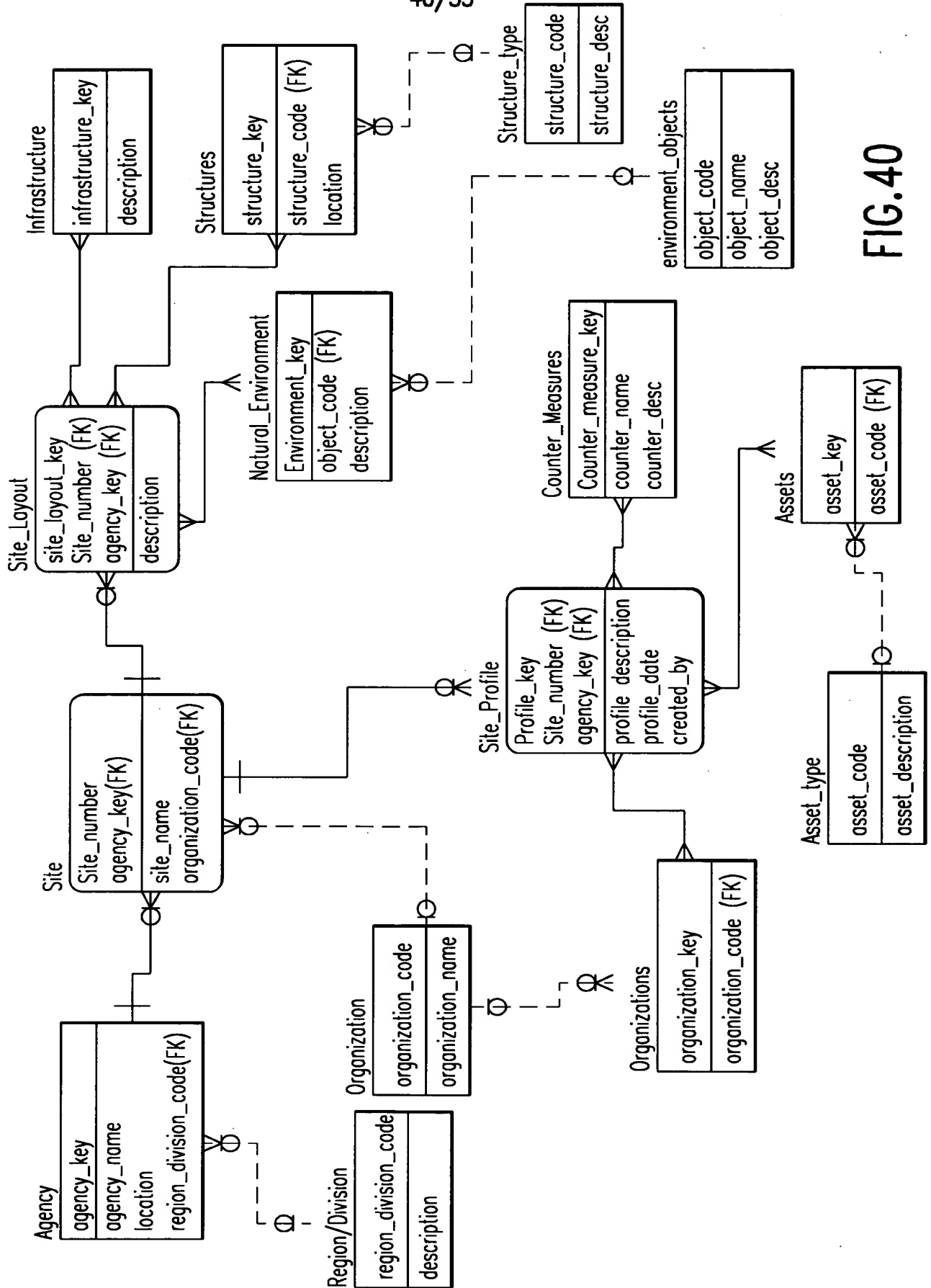


FIG.40

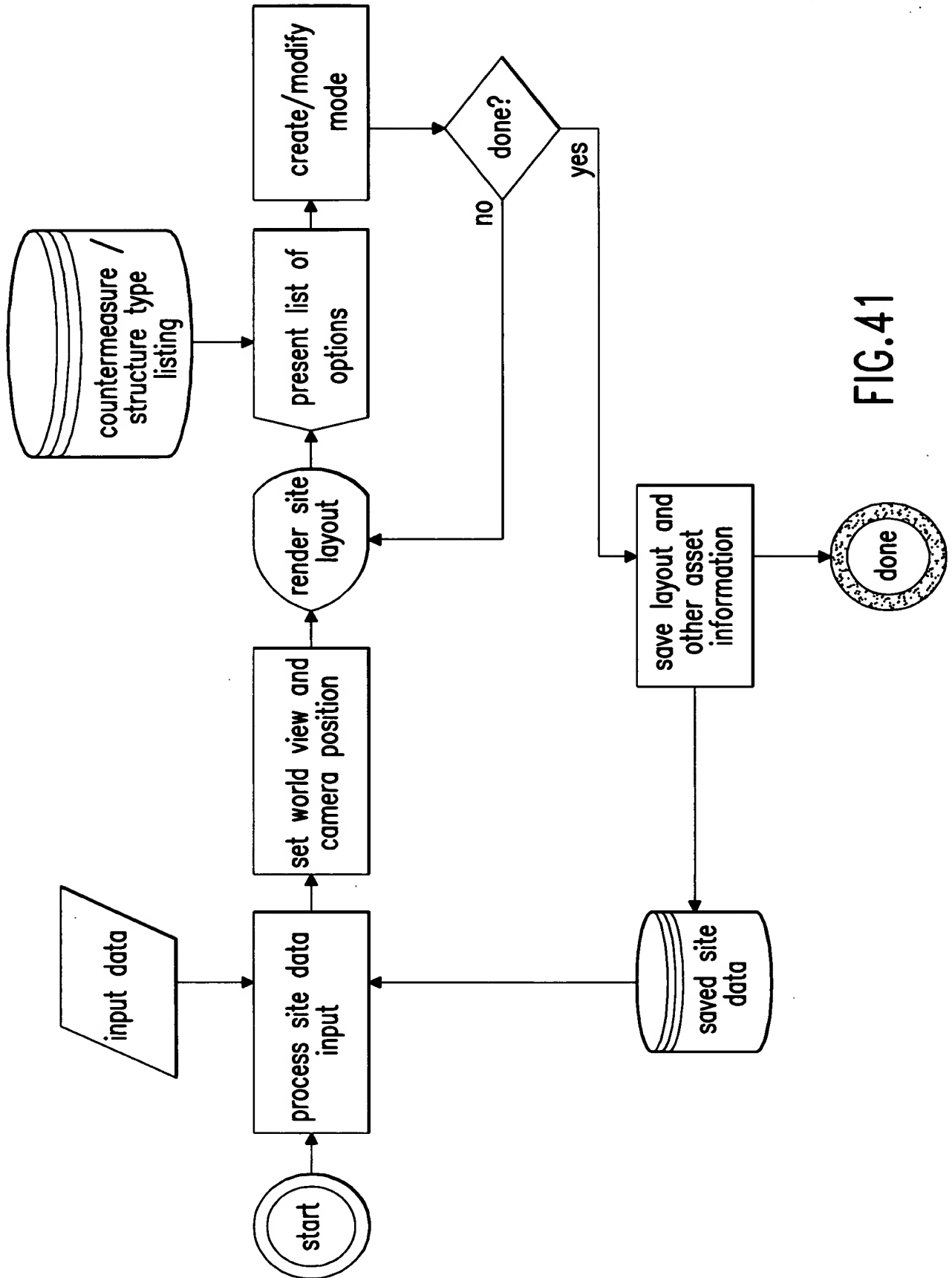


FIG.41

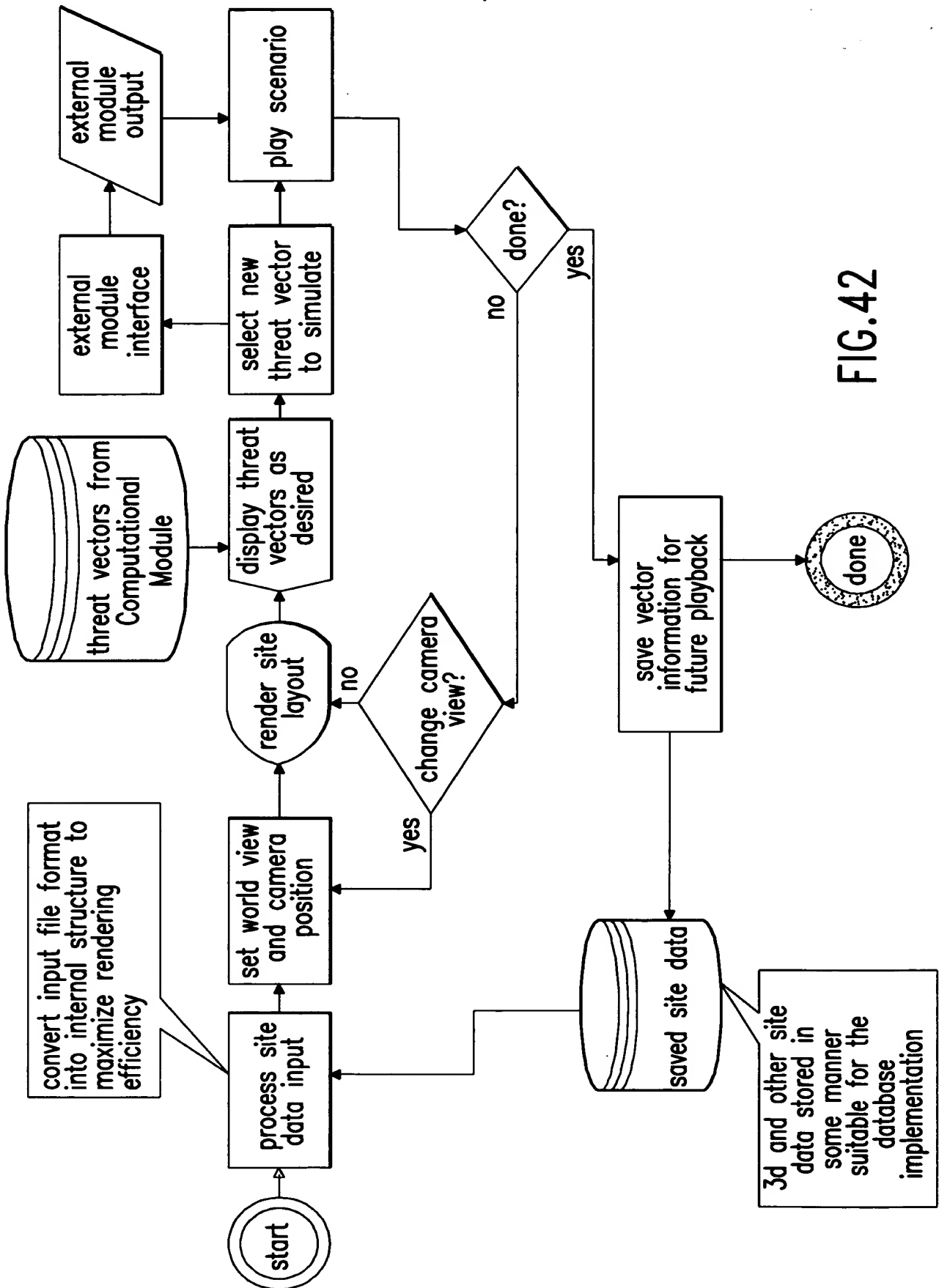


FIG.42

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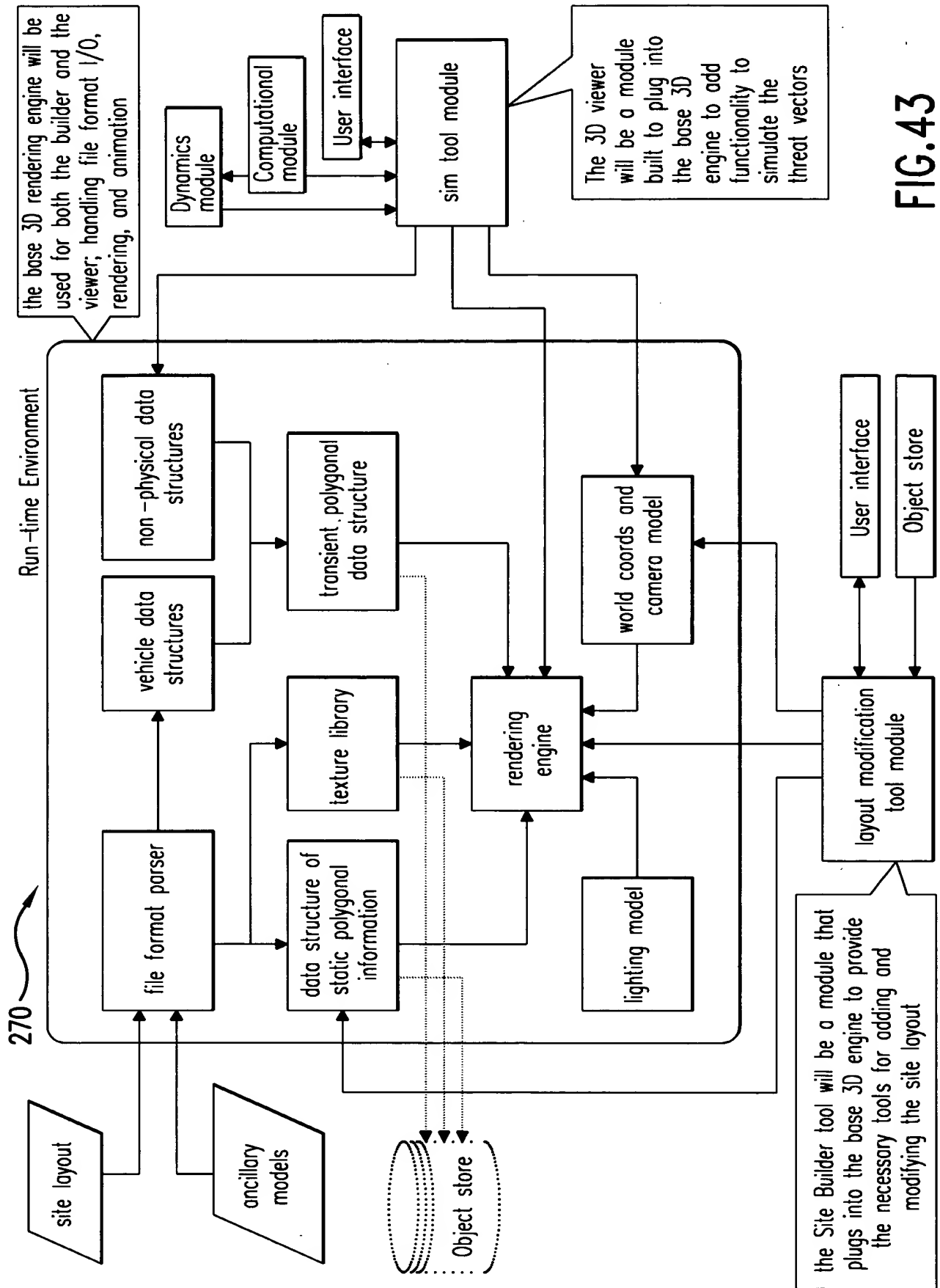


FIG.43

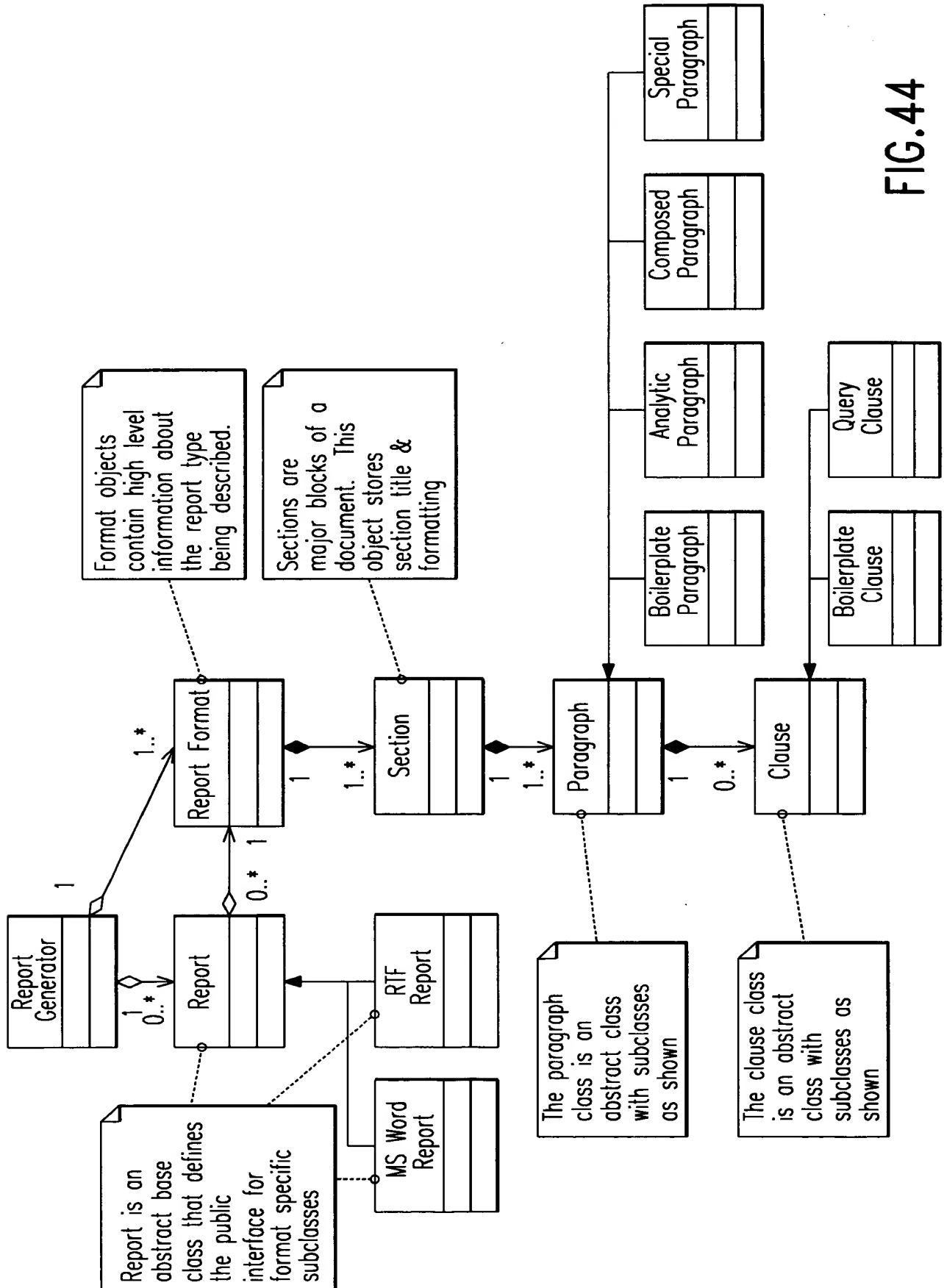


FIG.44

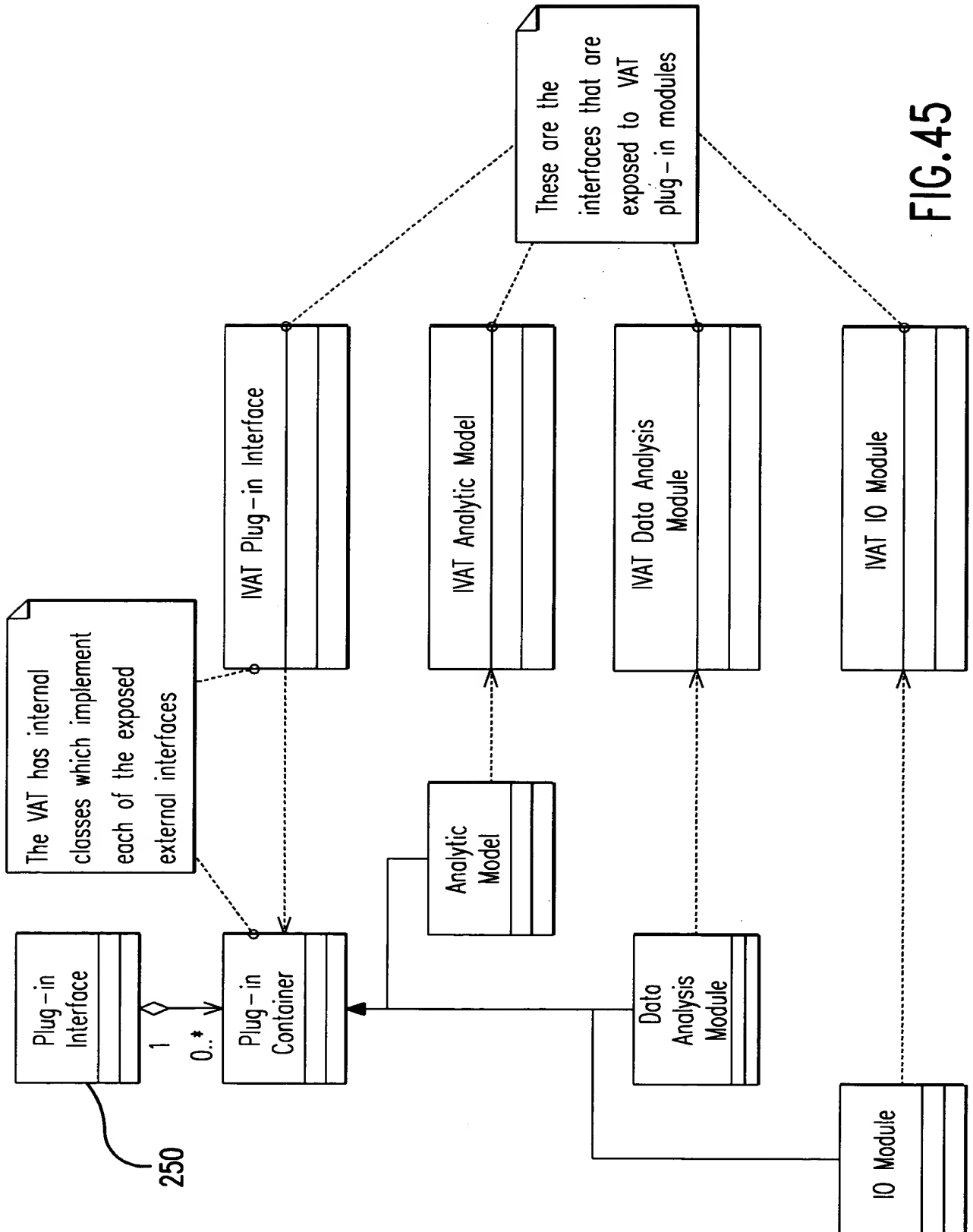


FIG.45

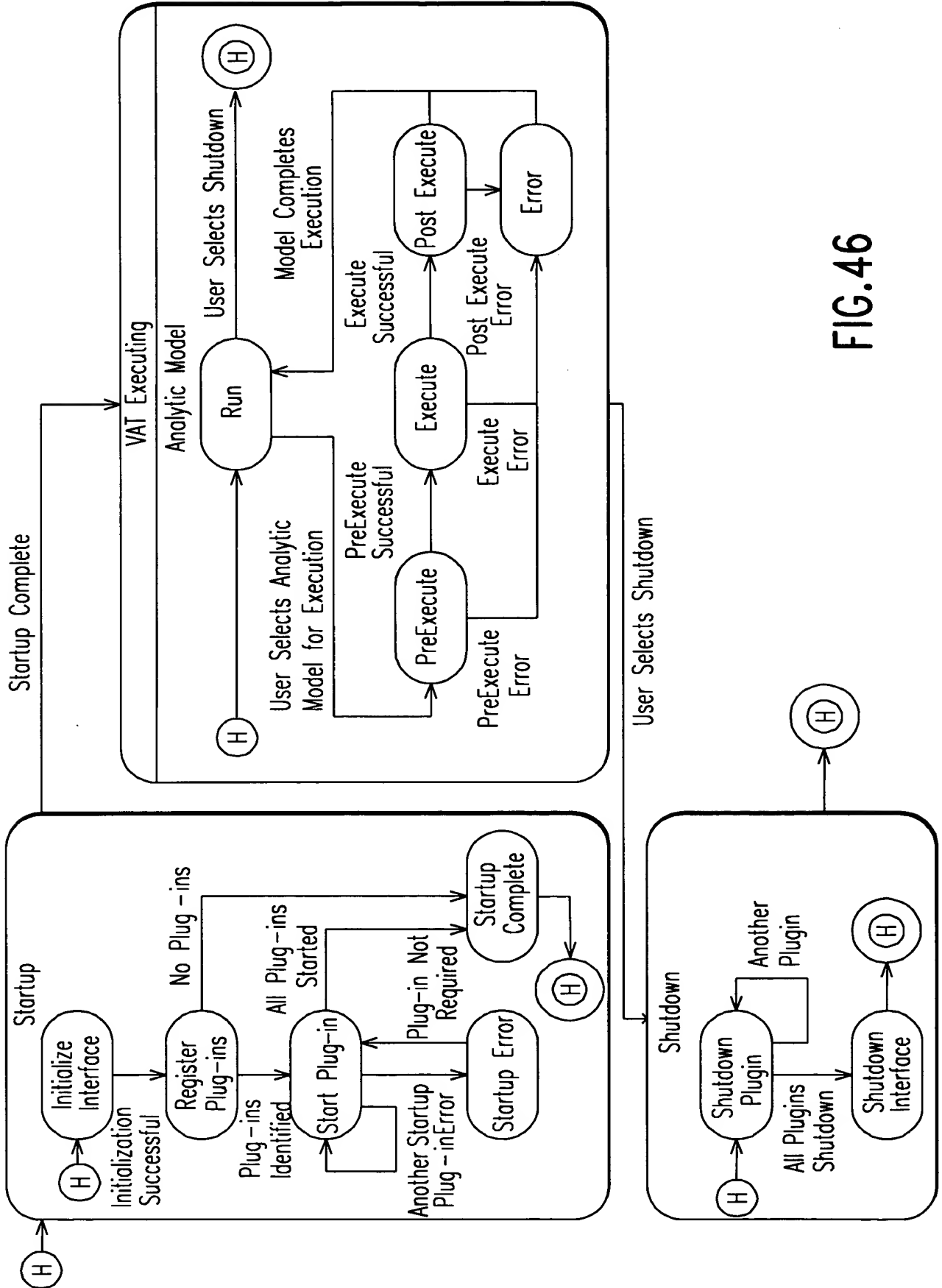


FIG.46

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
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4700

TMS
File Edit Go Help

Browse Search Summary Compare Notes Log

Sort By

Region of Interest

Region of

Southeast

← Back

Forward →

Site	Report	Date	Region of
Site 1	Report 1	10/27/99	Southeast
Site 2	Report 3	9/18/99	Northeast
Site 10	Report 2	9/29/98	South
Site 5	Report 9	2/13/99	West

Browse

FIG.47

APPROVED	O.G. FIG.	
BY	CLASS	SUBCLASS
DRAFTSMAN		

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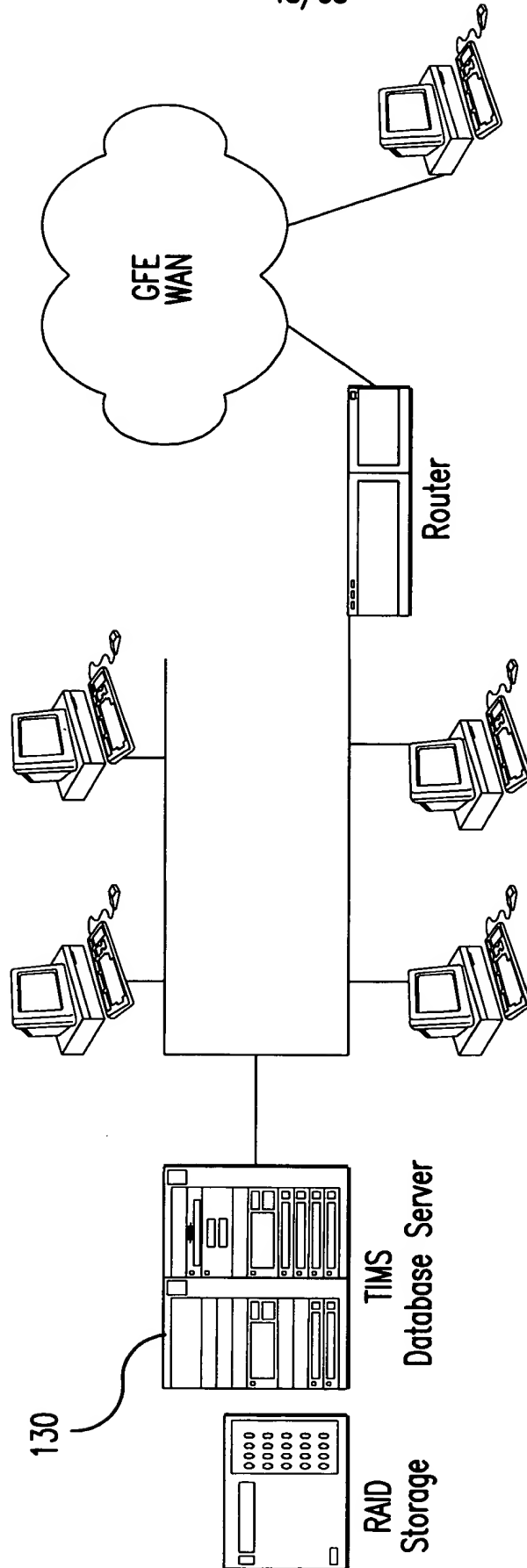


FIG.48

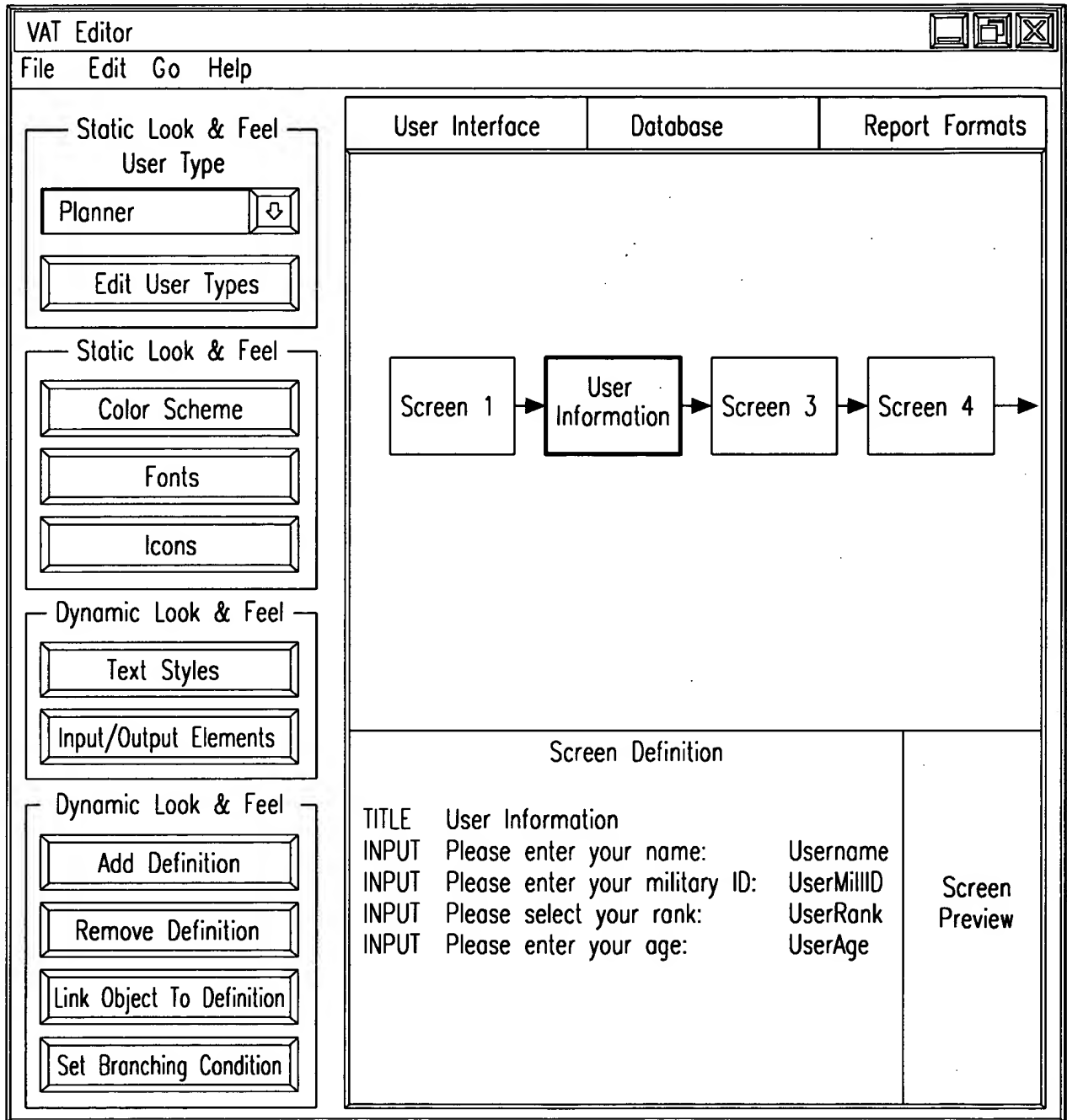


FIG.49

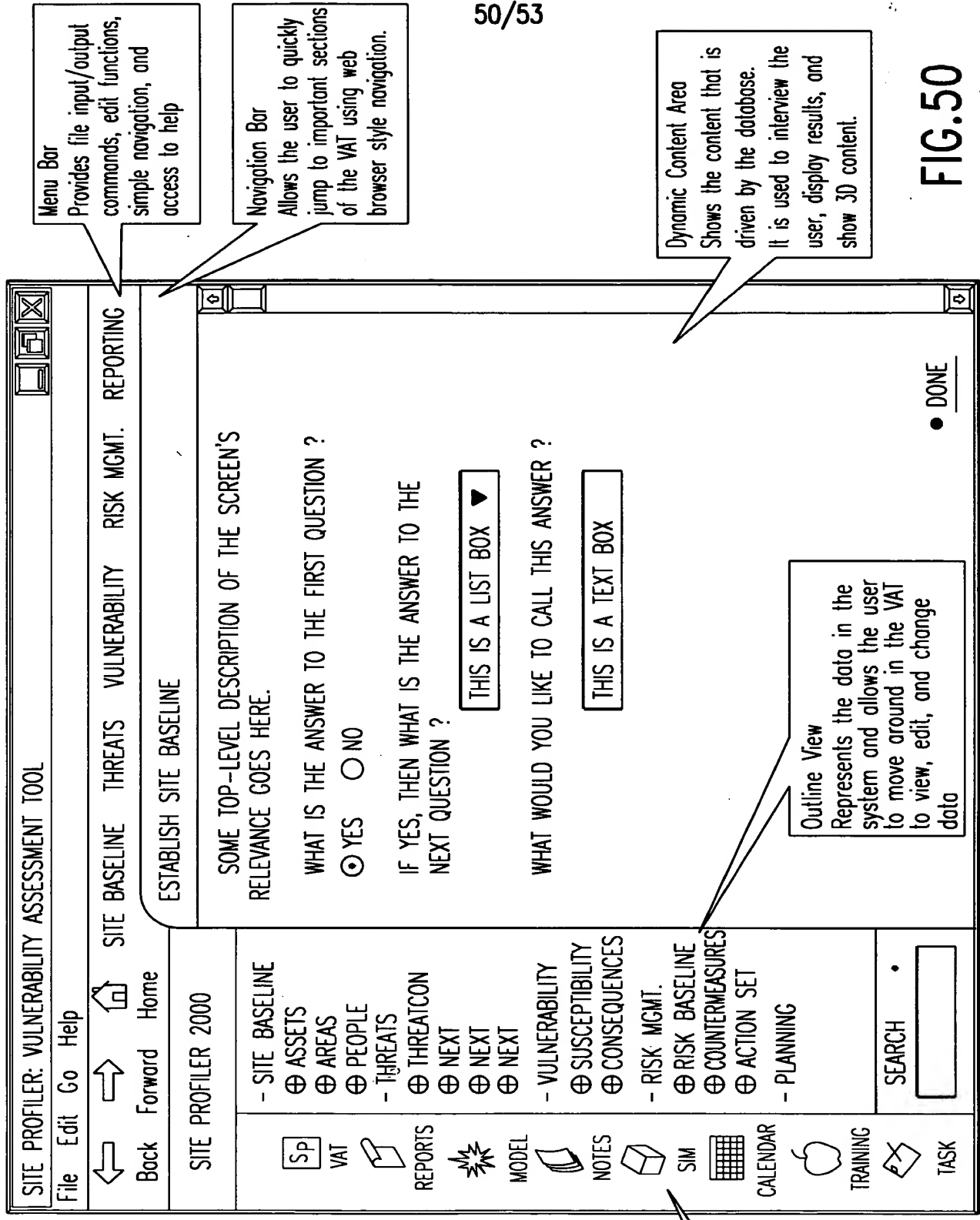
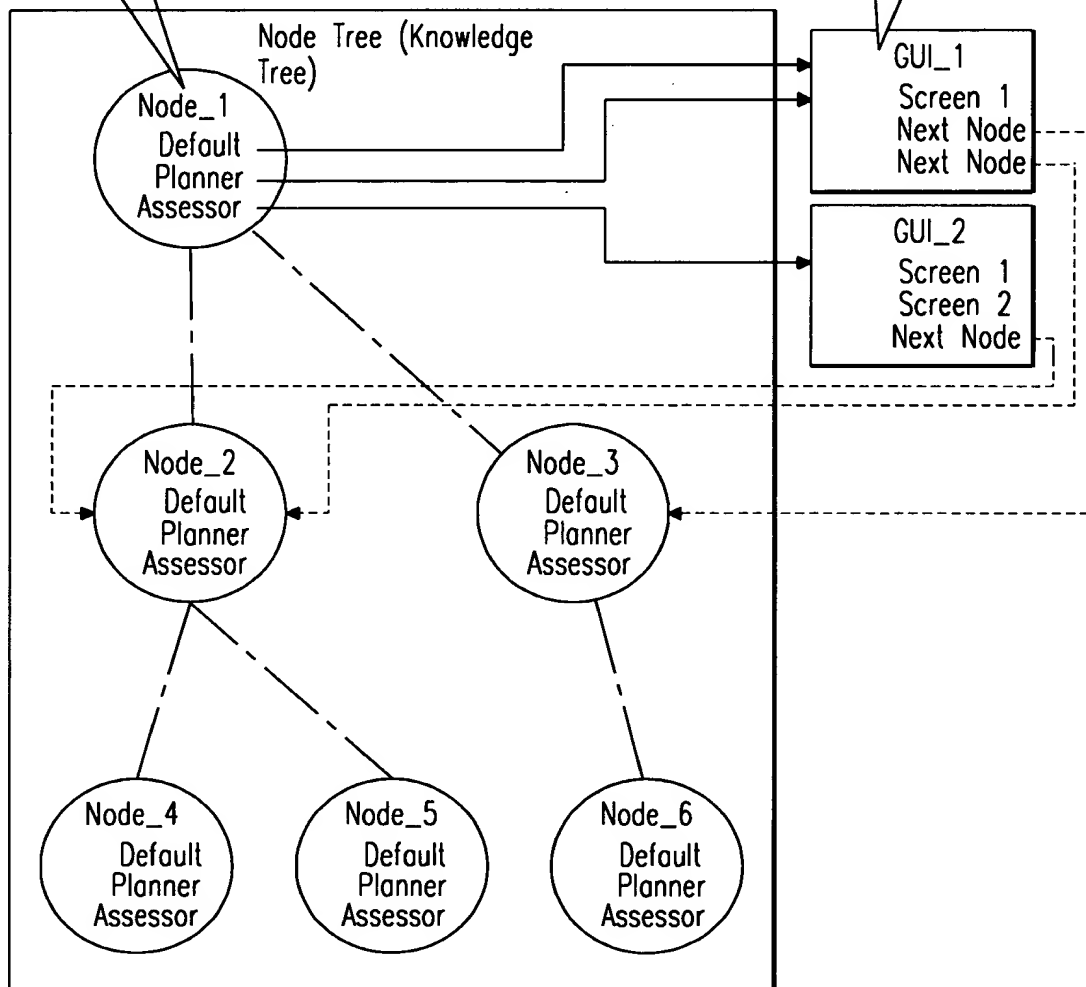


FIG.50

Nodes in the Node Tree have pointers to descriptions of their user interface. Each node can have multiple user interfaces associated with it. Different ones are used for different types of users.

Each GUI description object describes the GUI for a node. It can contain database input, output, buttons, graphics, charts, and graphs. It can also specify what node GUI should be shown next. If a node is not specified then the GUI Engine will determine the next one based on the Node Tree relationships and data dependencies.



Legend

- Node in the Node Tree
- GUI description object
- Node Tree relationship
- > Pointer to a GUI Description
- - -> Pointer back to a node

FIG.51

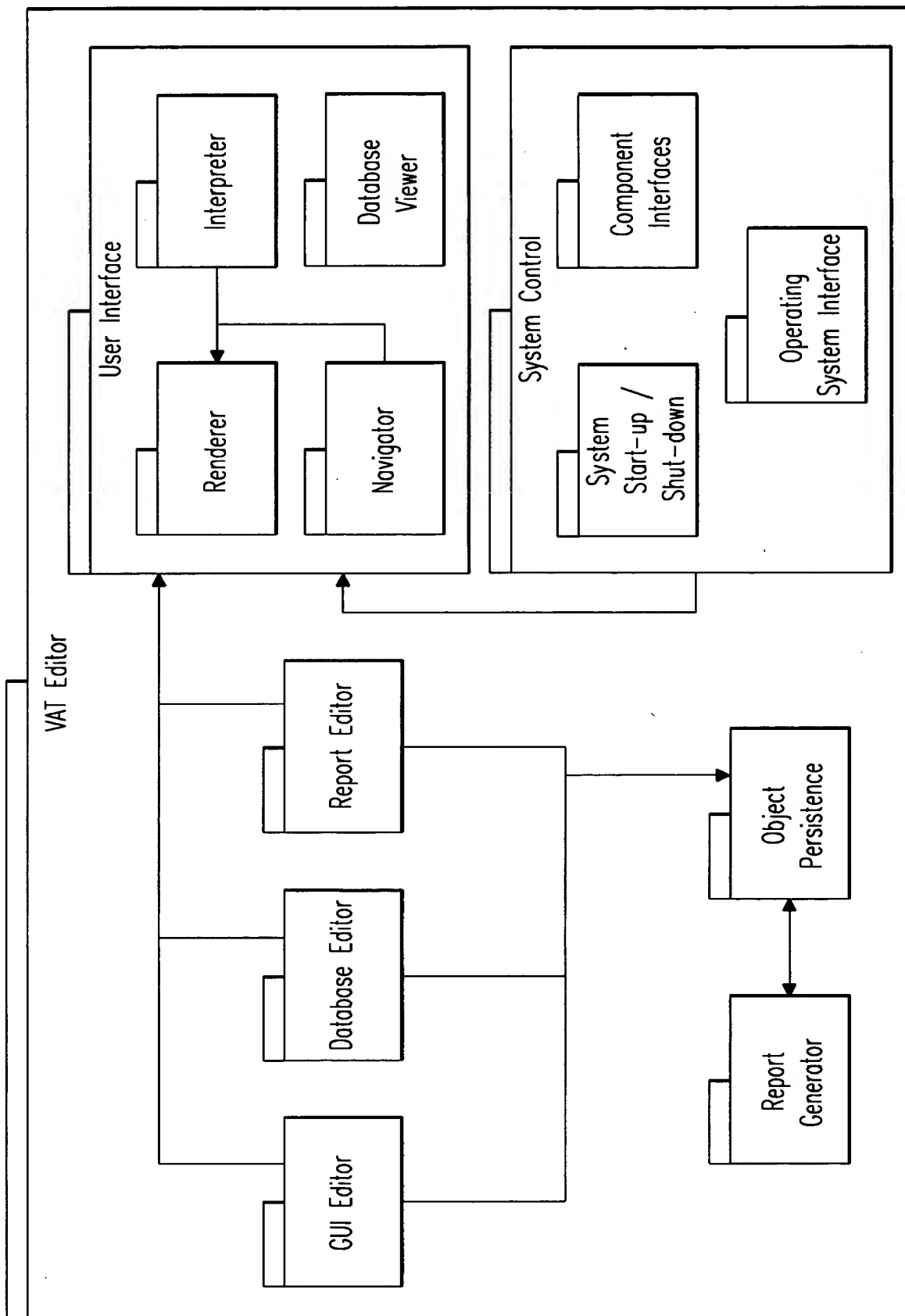


FIG.52

APPROVED	O.G. FIG.	
BY:	CLASS	SUBCLASS
DRAFTSMAN		

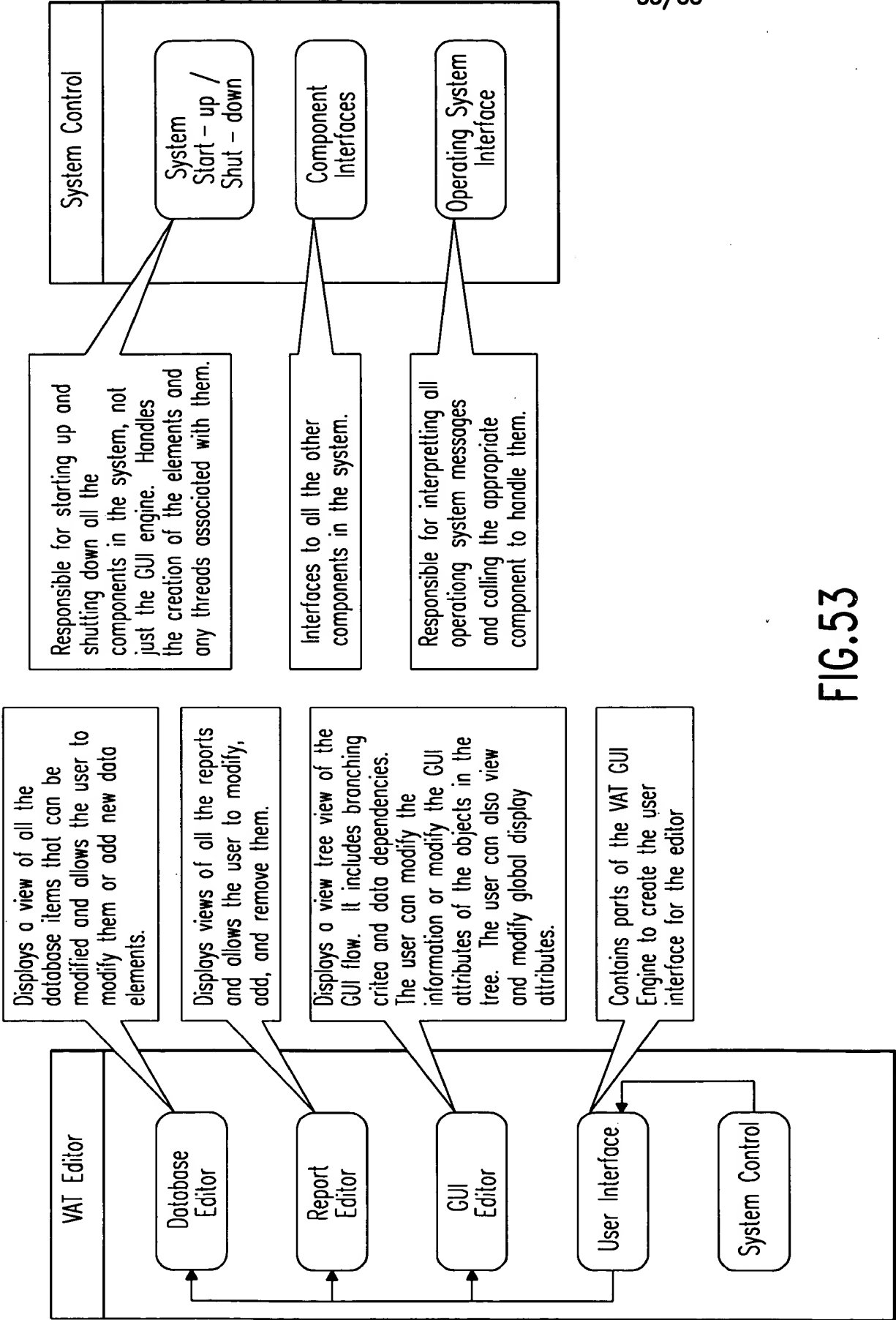


FIG.53